
NINTENDO GAMECUBE • GBA • DS
N·GC
INDEPENDENT … NG
ISSUE #97
SEPT 2004 / £3.99
100% UNOFFICIAL
SECOND SIGHT
WORLD EXCLUSIVE REVIEW RIGHT HERE!
PLUS!
SPIDER-MAN 2 TIPS
DS RELEASE DATE?
ANIMAL CROSSING VISITOR'S GUIDE
NEW GOLDENEYE SCREENS
MARIO GOLF ON GBA
CATWOMAN KICKED IN…
£3.99
09
SEPTEMBER 2004
9 771475 584029
future publishing
Media with passion
gamesradar.com
WARIO WARE INC.
THE 200 MINIGAME TORNADO HITS GAMECUBE!
FACE THE FURY IN THE NGC REVIEW!
PAPER MARIO 2
SO SHARP IT'LL MAKE YOUR THUMBS BLEED…


SONIC ADVANCE 3™
OUT NOW
Published by SEGA, distributed by THQ
SEGA®
SONIC TEAM™
THQ®
GAME BOY ADVANCE™
www.sega-europe.com
www.thq.co.uk
SEGA and Sonic Advance are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. ORIGINAL GAME © SEGA © SONICTEAM/SEGA, 2004. All Rights Reserved. www.sega-europe.com. Published by Sega Europe. Exclusively distributed by THQ Inc. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, copyrights and/or logos are property of their respective owners.

NGC
INDEPENDENT NINTENDO GAMING
30 Monmouth Street, Bath, BA1 2BW
Tel: 01225 442244
E-mail: *NGC@futurenet.co.uk*

HEH-HEH-HEHDITORIAL!
T'Editor Marcus Hawkins
marcus.hawkins@futurenet.co.uk
The Art Editor Paul Edwards
paul.edwards@futurenet.co.uk
Reviewz Editor Martin Kitts
martin.kitts@futurenet.co.uk
This is the News Geraint Evans
geraint.rhysevans@futurenet.co.uk
Production Whip Miriam McDonald
miriam.mcdonald@futurenet.co.uk

DANG CONTRIBUTORS!
Mark Green, Jes Bickham, Debbie Vosser, Jamie Linkins, Ian Steadman

HEY! IT'S-A PRODUCTION!
Senior Co-Ordinator Kirsty Bell
Production Manager Rose Griffiths
Commercial Buyer Colin Polis

STINKING PARTY FOOD!
Tom Nook Meat Processing Co.

CIRCULATION, BABY!
Product Manager Russell Hughes
Subs Manager James Greenwood

WAAHDVERTISING!
Advertising Director Jayne Caple
Advertising Manager Ryan Ferguson
Classified Executive Ben Pearson

HERE COME A LOTTA SUITS!
Publisher Kerry Lawrence
Publishing Director Mia Roberts
Editorial Director Jim Douglas
Overseas Licensing Simon Wear

YO! UB & DI$TRIBUTION!
Future Publishing Ltd, FREEPOST BS4900,
Somerton, Somerset TA11 7BR.
Tel: 01458 271184

Distributed by Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London SE1 9LS
Telephone 0207 633 3300

Overseas distribution by:
Future Publishing Ltd. Tel: 01225 442244

Printed in the UK by TPL Ltd





Media with passion

BOARD
Managing Director Robert Price
Non-executive
Chairman Roger Parry
Chief Executive Greg Ingham
Group Finance Director John Bowman

Future Publishing Ltd is part of the Future Network plc.
The Future Network produces carefully targeted specialist magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 100 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

www.thefuturenetwork.plc.uk

Future Games: The First Choice For Gamers
This magazine is brought to you by Future Publishing Ltd., the makers of Edge, PC Gamer, GamesMaster, PSM2, PlayStation2 Official Magazine-UK, Cheatzone and Xbox World.

gamesradar.com

TIME TO CELEBRATE?

TURN OVER THE PAGE!
To see how many hot new games we've piped into your copy of ***NGC****!*

Two suprising things happened this month. Three if you count Geraint's shock trip to the **NGC** kitchenette to put the kettle on. (He's after something, mark our words.) First up is the departure of Nintendo of Europe's 'figurehead' David Gosen. Regular readers will know that **NGC**'s always admired David. So much so, we turned him into our (t)rusty robot sidekick. Our tribute to him begins on page 102 (and ends on page 103).

The second bombshell was much more relevant. Final code of *Second Sight* turned up *almost* without any warning. A fantastic game that up until now was heading for a vague 'winter' release suddenly gets a 3rd September street date – and we get to be first with the review! Only **NGC** has the power (er, and a deadline timely enough…) to do this.

Just last issue, we were criticising the new bout of 'slippage' that's creeping into the release schedule (review of *Splinter Cell: Pandora Tomorrow* finally over on page 50, by the way). It's a rare treat to get a title of *Second Sight's* quality *early*. We can't think of a better reason to have a party. One where we can invite up to 16 people to play over 200 minigames hurled at us by a cackling moustachioed villain – wouldn't that be great? Oh, hang on…

Team NGC
NGC@futurenet.co.uk



TURN TO PAGE 44
For the party event of the year! Erm… and a review.

SUBSCRIBE TODAY!
Go to page 112, where for a small amount of cash you can get three free issues and a free joypad. No excuses now!

WHY WE'RE No.1 FOR NINTENDO

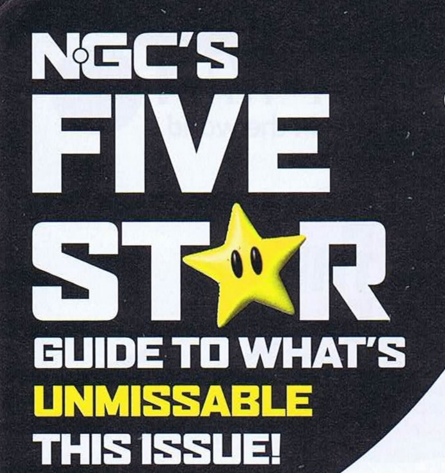
NGC's the result of over a decade of gaming genius – so you're the best-informed Nintendo gamer around.



■ First there was the SNES, and Super Play came out alongside it – fanboys rejoiced.

■ A new machine meant a new magazine – but one with the same high standards.

■ Now we've got Gamecube, and you've got **NGC**. Over a decade of Ninty love here…



N-GC'S FIVE STAR GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!

1 PAGE 44

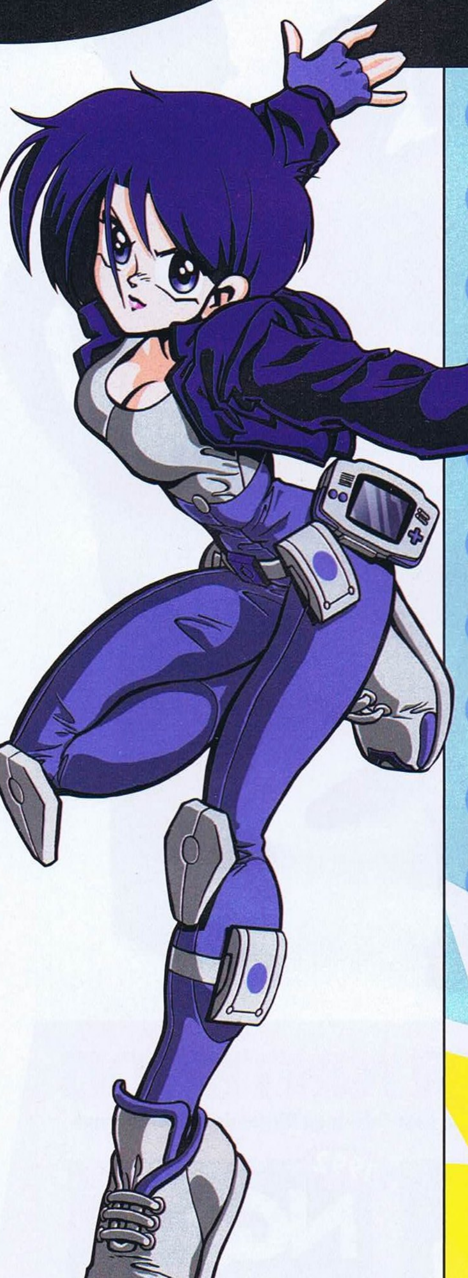
WARIO WARE INC.

MEGA PARTY GAME$! With this much multiplayer fun for a mere £20, everybody weens!

2 PAGE 56

SECOND SIGHT

FIRST REVIEW ANYWHERE! Guns and stealth – but throw in psychic powers and you've got a contender for game of the year.



MEET ENJiKi

Inspired by Wario Ware, Enjiki has decided to start Enjikinc. She's got her own logo, a corporate dress code ("tight") and in-house security (Pinkjiki with a truncheon). And what's her company doing? Supplying stock for Japanese vending machines. We haven't asked for more details than that, but we do hope she's dealing in Gashopon toys…

PAGE 44



WARIO WARE INC. MEGA PARTY GAME$

Honest Wario delivers the goods – with a hefty helping of snot games.






3 PAGE 20

PAPER MARIO 2

The wood-pulp one's release is on the cards…

4 PAGE 80

SPIDER-MAN 2 TIPS

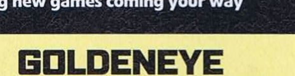
Good, solid spider-sense to get you through the hardest sections of the game.

5 PAGE 33

ANIMAL CROSSING

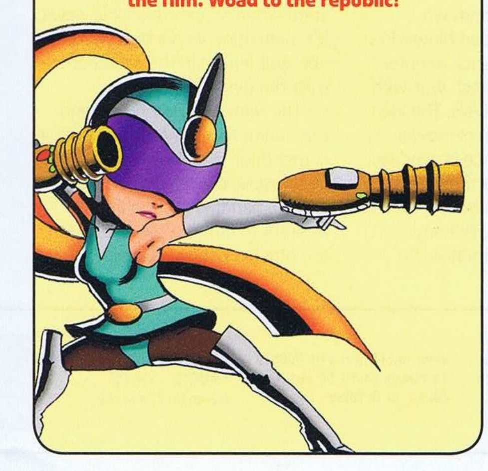
Talking animals? No plot? What's it all about? We've got the lowdown on the town.

WHAT'S IN NGC?



PREVIEWS

Amazing new games coming your way



NEWS

The latest rumours, truths and goings-on

EXTENDED PLAY

Getting more from your favourite games

REVIEWS

Ways to blow your hard-earned cash

Every month we milk that flea-ridden Info-Goat we call 'Geraint' at the last possible moment before we go to press. That way we can ensure his creamy drops of News-Goo are as fresh as can be. Once drained from his rubbery brain-teats, we ferment it, pound it and shape it into the flat tasteless cheese we know as 'paper'. It's... an acquired taste...

NGC BRINGING YOU NEWS FIRST

NEWSDESK

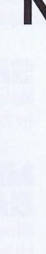
IN NEWS THIS MONTH



△ Hardware like DS proves Nintendo's not afraid to go where no other games company would dare – into the new and unknown.

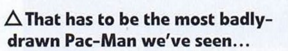
NINTENDO TO PULL OUT OF THE CONSOLE WAR?

WILL NINTENDO FOLLOW A DIFFERENT ROUTE FROM THEIR COMPETITORS FOR THE NEXT HARDWARE GENERATION?





△ That has to be the most badly-drawn Pac-Man we've seen...





Last month we discussed Nintendo's reluctance to enter into a tech war with their rivals. The idea that 'the time when horsepower alone made a difference is over' is something that former President Yamauchi would wax lyrical – and a line that Satoru Iwata, Nintendo's new President, has continued to state when he expresses his views. It's something we've been talking about at length in the **NGC** office over the past month too...

'The Nintendo Difference' and the notion that 'Nintendo are not in competition with Microsoft and Sony' were, during Gamecube's launch, bandied around in an attempt to differentiate GC from the other consoles. Likewise, GC's



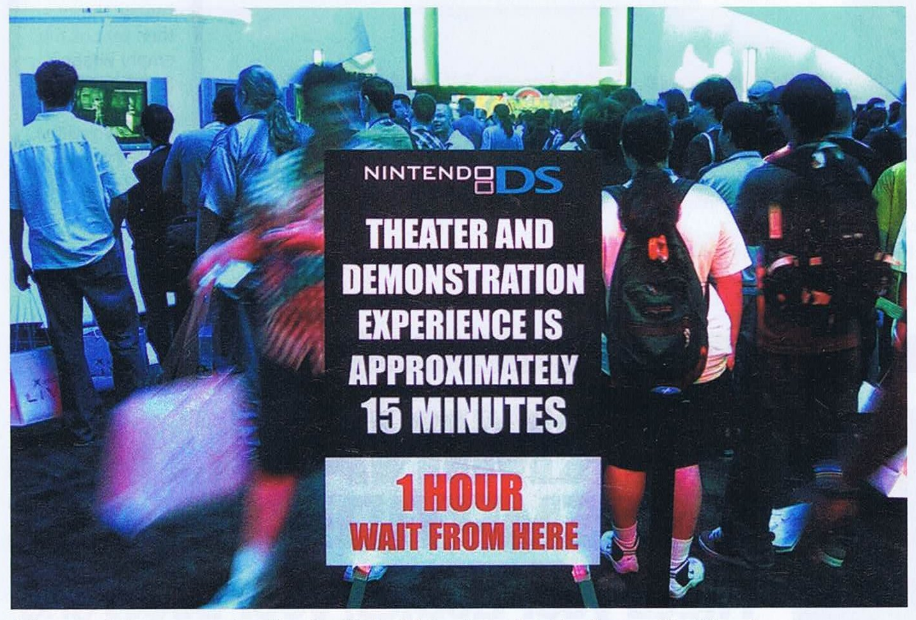
STAR FOX DELAYED
Until next year – at least in Europe, according to our sources. On the plus side, Mario Tennis (which we thought wouldn't be seen until the mid-2005) is rumoured to be out in Japan in October.

NEVERSOFT IN 'NOT TONY HAWK'S' SHOCK
Neversoft are the

NINTENDO SAY NO NETWORKING

If you're still pining for some online Nintendo loving, it seems you're going to have a very long wait on your hands. Speaking at the Japanese Economic Foundation, Satoru Iwata reiterated Nintendo's stance that online gaming still isn't as important as everyone makes it out to be. He quoted sales figures from the popular PS2 golf game *Minna no Golf* – where the online version sold significantly less that the offline version – as "proof that customers do not want online games". "At the moment," he continued, "most customers do not wish to pay extra money for connection to the internet, and for some customers, connection procedures are still not easy." This reflects Nintendo's long-held belief that games should be for everyone. "Software should neither be targeted at children nor adults. Instead we will develop software that anyone can instantly understand."





△ **Everyone's keen to see what direction Nintendo's hardware is taking *because* it's different.**

lack of DVD playback was stressed as a 'feature' – a means of reinforcing Nintendo's belief that it's all about the *games*, not the capabilities of the hardware. An admirable sentiment, but when you look at GC, PS2 and Xbox, what they offer is very similar – look at the proliferation of multi-format titles. Aside from titles exclusive to each machine and slight discrepancies in power, it's quite hard for Joe Public to differentiate between them.

But Nintendo *have* been trying to exert their 'difference'. GC optical disks, GBA connectivity and a refusal to jump onto the online/hard-drive bandwagon are a few examples. Granted, they haven't had the impact that Nintendo would probably have liked, but they all demonstrate Nintendo's willingness to distance themselves from the crowd. DS is the ultimate expression of this, and a device that indicates, Nintendo says, where their 'Revolution' console will be heading. So what does all this mean? Will Revolution come with two screens and a touch panel? Wireless internet capabilities? Possibly, but we believe they're referring not to hardware specifics, but more to the idea of creating something completely new. Will Revolution be as different from PS3 and Xbox2 as DS is from PSP? Will Nintendo even be competing with their current rivals?

> **"NOT EVERYONE IS PREPARED TO PAY A HIGH PRICE FOR A NEW CONSOLE"**

At this year's Japan Economic Foundation, Iwata reiterated his stance. "We are facing a critical situation, in which the number of games players will decrease unless we change tack," he said. Sony and Microsoft are happy to focus on better technology and online play – their new consoles will be similar in the experiences that they offer. This is something Nintendo are keen to avoid. "Over the years," said Miyamoto in a recent interview, "I've had this image of a child playing a videogame in a darkened room, with the light reflecting off his face, holding the controller and just staring at the TV. I'd like to be able to change that image of videogames into something that's a little more positive..."

Is this what Nintendo will attempt to do? While Sony and Microsoft battle for exclusive titles while sharing a flood of multi-format games, Nintendo will position themselves elsewhere. Maybe Revolution will be so different from their machines that ports will no longer be possible for it – *only* exclusive titles will be possible. If this is the case, Nintendo will no longer be in a 'console' war. They will (not for the first time) have a market to themselves...

SHORT CUTS



NEW POKÉMON

Like the sun coming up, it was bound to happen eventually. Following on from *Pokémon Ruby* and *Sapphire* comes *Pokémon Emerald*. Released on the 16th of September in Japan, the game will integrate the stories from *Ruby* and *Sapphire* into one adventure, so you'll be dealing with both Team Magama and Team Aqua in the one game. There will also be brand new stories, side quests and characters as well as seven new battle theme parks for more Pokémon challenges.

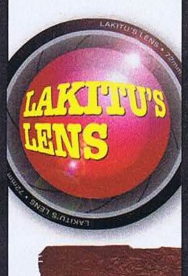


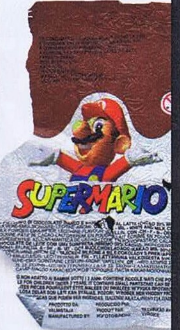
NINTENDO NO SHOW

Nintendo have announced that they won't be attending this year's Tokyo Game Show – an event where the Japanese developers and publishers show off their wares for the coming year. Nintendo have also decided not to host their annual Spaceworld show for the third successive year. Spaceworld is a Nintendo-run event that's open to the public and is usually where they have traditionally unveiled new hardware like N64 and Gamecube. Mitsuaki Hagishima, Nintendo's spokesperson, said that the Nintendo run event hasn't gone for good, and that they do plan to resurrect it in the future.

Activision-owned developer who've been banging out Tony Hawk's. So it's with some surprise that we've heard they're working on an entirely new game, that has nothing to do with planks or old age pensioners. Rumour has it that it's a FPS...

NO E-READER
We knew it wouldn't happen, but Nintendo have confirmed that the e-reader definitely won't be coming to Europe. Any e-card reader-specific content in Animal Crossing will be integrated in different ways.





Lee Baxter from Hull was in his local supermarket when he spotted a fake Kinder Egg with fake Mario branding on it. Despite the chocolate being of 'poor quality' Lee ate the lot, then sent us the empty wrapper and the crappy plastic dice contained within, in the hope of winning a Gamecube game. Cheapskate. Enjoy your copy of *World Racing*.

PORTABLE GAMECUBE SCREEN

For the gamer who has everything and wants to take it out of the house to show off…



We reviewed one of Joytech's portable monitors way back in **NGC**/71 – and it was far and away the best (not to mention biggest and cheapest) available, and it's stayed that way for the last two years. Unfortunately, that particular screen has since been discontinued – but all is not lost. You see, somehow, Joytech have managed to top it in almost every conceivable way with an even bigger, sharper, sleeker and more feature packed device than ever.

The Joytech Universal TFT monitor has a lovely and crisp 7-inch widescreen (16:9) er, screen. 3D SRS 'WOW' surround sound, on screen display (for tinkering with your settings) a remote control, is wall or stand mountable and comes with an in-car adaptor.

The best thing about it, though, is the fact that it's compatible with every permutation of home consoles you can think of – composite, S-Video, RGB, PAL, NTSC 50/60Hz – you name it, it'll take it. And as an added bonus, it'll even take DVD players and camcorders too.

At a time when Gamecube peripherals seem to be either dying a death or horrifying in their cheapness, it's nice to see some kit of this high quality turn up.

The Joytech Universal 7" TFT monitor is now available in the shops for £149.99.

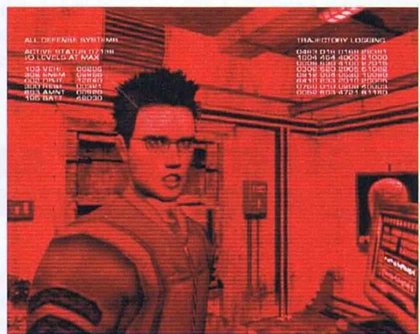
TERMINATOR 3 REDEMPTION'S HERE

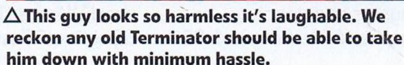
I need your clothes, your boots and to shoot both your arms off…











△ **This guy looks so harmless it's laughable. We reckon any old Terminator should be able to take him down with minimum hassle.**



We managed (literally) ten minutes with this as it arrived bang on our deadline – so we only managed to get a few screenshots before we could finish the mag. Anyway, first impressions were pretty good. Visually it's quite detailed (although the frame rate isn't exactly fantastic right now) and, to our amusement, you can headbutt enemy Terminators and shoot their arms off. Which, if a little bit odd, was kind of funny. We'll give you a complete rundown on this one next issue.

DS MARIO GOLF With the Gamecube version of Mario Tennis nearing completion at workaholic developer Camelot, word reaches us that the company's next project will be the DS version of Mario Golf – the one that studio bosses the Takahashi brothers hinted at when we met them during the E3 show. We were excited enough about the tennis but this is brilliant news.

PHANTASY STAR Rumours that the forthcoming Phantasy Star Universe will



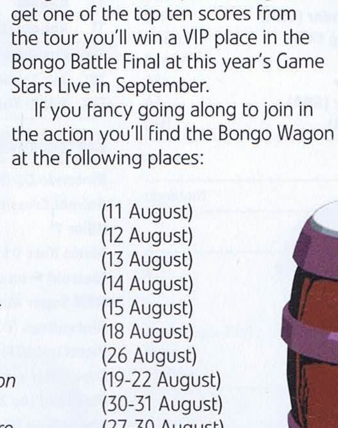
THE BONGO BANG-WAGON ROLLS ON



Nintendo are going to be touring the UK through to the end of this summer with their 'Konga Beach Road Trip'. A 40ft articulated lorry will be hauling a whole load of *Donkey Konga* Bongos for everyone to sample as well as a host of other games including *Pokémon Fire Red/Leaf Green* and *Animal Crossing*.

Anyone who joins in the festivities will get the chance to win a Jeep Wrangler, Nintendo Gamecubes and GBA SP. You'll also be able to enter the Donkey Konga Bongo Battle, and if you manage to get one of the top ten scores from the tour you'll win a VIP place in the Bongo Battle Final at this year's Game Stars Live in September.

If you fancy going along to join in the action you'll find the Bongo Wagon at the following places:



Woolworths big W	*Hull*	(11 August)
Woolworths big W	*Rotherham*	(12 August)
Woolworths big W	*Bradford*	(13 August)
Woolworths big W	*Bolton*	(14 August)
Woolworths big W	*Manchester*	(15 August)
Woolworths big W	*Norwich*	(18 August)
Woolworths big W	*Coventry*	(26 August)
Balloon Festival	*Northampton*	(19-22 August)
Longleat Centre Parcs	*Wiltshire*	(30-31 August)
Town & Country Festival	*Warwickshire*	(27-30 August)
Woolworths big W	*Bristol*	(1 September)
Woburn	*Nr Milton Keynes*	(4-5 September)





GAME STARS LIVE



Fancy trying some of the biggest new games, months before they're released? From September 1st to 5th, at the vast Excel exhibition centre in East London, Game Stars Live will give you the chance to preview future blockbusters from Nintendo and other companies. **NGC** will be there, in our own 'bear pit' arena. Plus there's a stage with live radio broadcasts, a retro lounge and advisors who can give you info about careers in the games industry. Tickets are available from www.gamestarslive.com for £10 each (£5 for the under-12s). You can also call 0870 272 0012, or get tickets on the door for £12 and £6.

SHORT CUTS

GOSEN DEACTIVATED

As you may be aware by now, PR automaton David Gosen, Nintendo marketing director and **NGC**'s chief source of jokes for the past few years, has left to join a mobile phone gaming outfit. While this tragic event will in no way prevent us from poking fun at him for many years to come, we would like to take this opportunity to wish Mr Gosen a prosperous future in the high-tech world of ringtones and Java games. We're sure the break from Nintendo will be a great chance for him to recharge his batteries, and we look forward to many more scintillating press releases. There has never been a better time to say, Farewell Go-sen. Turn to page 1100110 (that's binary for page 102) to see **NGC**'s official tribute to a Nintendo legend. Blork.

GOSEN REPLACED BY ELEPHANT MAN!

Contrary to popular belief, David Gosen has not been replaced by the rusting shell of the Purple One from TV's popular Smash Instant Mashed Potato adverts. His successor is none other than Jim Merrick, the famous elephant man from Victorian times. Welcome to **NGC**, Mr Merrick. You'll get to know us very well...

have more than four players in each party have yet to be confirmed by Sega. The game is still very early in its development cycle – when they showed a brief bit of video at the E3 show, Yuji Naka himself was standing in the crowd to gauge the reaction to his team's new project. (Good Job Geraint wasn't there – Naka would never have ventured into a crowd again...) They haven't even decided which consoles the game will appear on. Fingers crossed, eh?

ULTRA RELEASE LIST

The latest on every Nintendo system game in development – updated monthly!

UK RELEASES

The most accurate listing available – although be aware that slippages can occur. All titles Gamecube unless otherwise stated.

AUGUST

27	Digimon Battle Spirits 2 (GBA)	Atari
27	Dragon Ball Z: Supersonic Warriors (GBA)	Atari
27	Kill.Switch (GBA)	ZOO
27	Street Jam Basketball (GBA)	ZOO
27	Wade Hixton's Counter Punch (GBA)	ZOO
TBC	Defender of the Crown (GBA)	ZOO
TBC	Wings (GBA)	ZOO
TBC	World Championship Pool 2004	Jaleco

SEPTEMBER

3	Mega Man Battle Network 4: Red Sun/Blue Moon (GBA)	Capcom
3	Mega Man Zero 3 (GBA)	Capcom
3	Second Sight MOST WANTED	Codemasters
3	WarioWare Inc: Mega Party Game$	Nintendo
7	NEW ISSUE OF NGC ON SALE TODAY!	
17	Madden NFL 2005	EA
17	Mario Golf: Advance Tour (GBA)	Nintendo
17	Pac-Man World (GBA)	ZOO
17	Who Wants to be a Millionaire 2 (GBA)	ZOO
24	Animal Crossing	Nintendo
24	NHL 2005	EA
24	Star Wars Trilogy: Apprentice of the Force (GBA)	Ubi Soft
24	Tiger Woods PGA Tour 2005	EA
24	WWE Day of Reckoning	THQ
TBC	Ribbit King	Atari
TBC	Room Zoom: Race for Impact	Jaleco
TBC	Terminator 3: The Redemption	Atari
TBC	Yu-Gi-Oh! Reshef of Destruction (GBA)	Konami

OCTOBER

1	Pokémon Fire Red (GBA)	Nintendo
1	Pokémon Leaf Green (GBA)	Nintendo
8	Def Jam: Fight for New York	EA
8	Pikmin 2	Nintendo
15	Donkey Konga MOST WANTED	Nintendo
29	Hamtaro: Rainbow Rescue (GBA)	Nintendo
29	Premier Manager 2004/2005 (GBA)	Nintendo
TBC	Banjo Pilot (GBA)	THQ
TBC	Barbie: The Princess and the Pauper (GBA)	Vivendi
TBC	Digimon Rumble Arena 2	Atari
TBC	Duel Masters: Sempai Legends (GBA)	Atari
TBC	FIFA 2005	EA
TBC	FIFA 2005 (GBA)	EA
TBC	Finding Nemo: The Continuing Adventures (GBA)	THQ
TBC	Lego Knights' Kingdom (GBA)	THQ
TBC	Metal Slug Advance (GBA)	Ignition
TBC	NBA Live 2005	EA
TBC	Nightmare Before Christmas (GBA)	Buena Vista
TBC	Scaler	Take 2
TBC	Shark Tale	Activision
TBC	Shark Tale (GBA)	Activision
TBC	Starsky & Hutch 2	Empire
TBC	TY The Tasmanian Tiger 2	EA
TBC	TY The Tasmanian Tiger 2 (GBA)	EA
TBC	X-Men Legends	Activision
TBC	Yu-Gi-Oh! Falsebound Kingdom	Konami

NOVEMBER

5	I-Ninja (GBA)	ZOO
19	Mega Man X Command Mission	Capcom
26	Dead to Rights (GBA)	ZOO
26	Ms Pac-Man: Maze Madness (GBA)	ZOO
TBC	Disney's Lilo & Stitch (GBA)	Buena Vista
TBC	GoldenEye: Rogue Agent MOST WANTED	EA
TBC	Hot Wheels Stunt Track Challenge (GBA)	THQ
TBC	The Incredibles	THQ
TBC	The Incredibles (GBA)	THQ
TBC	The Lord of the Rings: The Third Age	EA
TBC	The Lord of the Rings: The Third Age (GBA)	EA
TBC	Need for Speed Underground 2	EA
TBC	Need for Speed Underground 2 (GBA)	EA
TBC	Nicktoons Freeze Frame Frenzy (working title)(GBA)	THQ
TBC	The Polar Express	THQ
TBC	The Polar Express (GBA)	THQ
TBC	Power Rangers: Dino Thunder (GBA)	THQ
TBC	Prince of Persia 2 (working title)	Ubi Soft
TBC	Spyro: A Hero's Tail	Vivendi
TBC	The URBZ: Sims in the City	EA
TBC	The URBZ: Sims in the City (GBA)	EA
TBC	WWE Survivor Series (GBA)	THQ

DECEMBER

TBC	Kingdom Hearts (GBA)	Nintendo

AUTUMN 2004

Fairly Odd Parents: Shadow Showdown	THQ
Fairly Odd Parents: Shadow Showdown (GBA)	THQ
Grand Theft Auto (working title) (GBA)	Rockstar/Take 2
King Arthur	Konami
Power Rangers: Dino Thunder	THQ

WINTER 2004

All Grown Up (GBA)	THQ
Dual Blades (GBA)	ZOO
Gem Smashers (GBA)	ZOO
Ghost Recon 2	Ubi Soft
Mario Party Advance (GBA)	Nintendo
Mario Party 6	Nintendo
Mario vs Donkey Kong (GBA)	Nintendo
Medabots Infinity	Natsume
Metroid Prime 2: Echoes MOST WANTED	Nintendo
Paper Mario 2 MOST WANTED	Nintendo
River King (GBA)	Natsume
Super Mario Pinball (GBA)	Nintendo
Tales of Symphonia	Nintendo
Tony Hawk's Underground 2	Activision
Tony Hawk's Underground 2 (GBA)	Activision

TBC 2004

Amazing Island (working title)	Sega
Boktai 2: Solar Boy Django (GBA)	Konami
Call of Duty: Finest Hour	Activision
Codename: Kids Next Door (GBA)	Take 2
Custom Robo	Nintendo
Custom Robo (GBA)	Nintendo
Dora the Explorer (GBA)	Take 2
Fantastic Four	Activision
Funkydilla	Zoonami
Game Zero (working title)	Zoonami
Lamborghini FX	Avalon
Legend of Golfer	Nintendo
Lemony Snicket's A Series of Unfortunate Events	Activision
Lemony Snicket's A Series of… (GBA)	Activision
Nightmare Creatures 3	Ubi Soft
Nintendo Puzzle Collection	Nintendo
Rave Master (GBA)	Konami
Robocop	Avalon
Space Raiders	Taito
SRS: Street Racing Syndicate	Namco
Teenage Mutant Ninja Turtles 2	Konami
Teenage Mutant Ninja Turtles 2 (GBA)	Konami
Total Club Manager	EA
Tron 2.0: Killer App (GBA)	Buena Vista
Virtua Quest	Sega
Yu-Gi-Oh! Destiny Board Traveller (GBA)	Konami
The Legend of Zelda: Four Sword Adventures	Nintendo

JANUARY 2005

21	Smashing Drive (GBA)	ZOO
TBC	Shaman King: Master of Spirits (GBA)	Konami

FEBRUARY 2005

TBC	Jimmy Neutron: Attack of the Twonkies	THQ
TBC	Jimmy Neutron: Attack of the Twonkies (GBA)	THQ

MARCH 2005

11	Robots	Vivendi
11	Robots (GBA)	Vivendi
TBC	Resident Evil 4 MOST WANTED	Capcom
TBC	Tak 2: The Staff of Dreams	THQ
TBC	Tak 2: The Staff of Dreams (GBA)	THQ

SPRING 2005

Nintendo DS (Hardware)	Nintendo
Animal Crossing (DS)	Nintendo
Killer 7	Capcom
Mario Kart DS (DS)	Nintendo
Metroid Prime: Hunters (DS)	Nintendo
NEW Super Mario Bros (DS)	Nintendo
Nintendogs (DS)	Nintendo
PictoChat (DS)	Nintendo
Super Mario 64x4 (DS)	Nintendo
Viewtiful Joe 2	Capcom
WarioWare DS (DS)	Nintendo

TBC 2005

Advance Wars: Under Fire	Nintendo
Baten Kaitos	Namco
Bomberman (DS)	Hudson
DK: King of Swing (GBA)	Nintendo
Donkey Kong Jungle Beat	Nintendo
Dragon Ball Z (DS)	Banpresto
Dragon Booster	Konami
Dragon Quest Monsters (working title) (DS)	Square Enix
Dynasty Warriors (DS)	Koei
Egg Monster Heroes (DS)	Square Enix
Final Fantasy CC (working title) (DS)	Square Enix
Fire Emblem	Nintendo
Frogger (working title)	Konami
Frogger (working title) (DS)	Konami
Geist MOST WANTED	Nintendo
The Godfather	EA
The Legend of Zelda MOST WANTED	Nintendo
The Legend of Zelda: The Minish Cap	Nintendo
Mario Tennis MOST WANTED	Nintendo
Mario Tennis (GBA)	Nintendo
Mr Driller (DS)	Namco
Mobile Suit Gundam Seed (DS)	Bandai
Monster Rancher (DS)	Tecmo
The Movies	Activision
Need for Speed (working title) (DS)	EA
Odama	Nintendo
One Piece (DS)	Bandai
Pac'n Roll (DS)	Namco
Pac-PIx (DS)	Namco
Project Rub (working title) (DS)	Sega
Rayman DS (working title) (DS)	Ubi Soft
Sonic DS (working title) (DS)	Sega
Spongebob Squarepants (DS)	THQ
Starcraft: Ghost	Vivendi
Star Fox MOST WANTED	Nintendo
Tales of Symphonia DS (working title) (DS)	Namco
TimeSplitters Future Perfect	EA
Mega Man Battle Network (working title) (DS)	Capcom
Unity	Lionhead
The URBZ: Sims in the City (DS)	EA
Viewtiful Joe (working title) (DS)	Capcom
Yu-Gi-Oh! Nightmare Troubadour (DS)	Konami

US RELEASES

The most important US releases to import…





AUGUST

- 17 Astro Boy: Omega Factor (GBA) — Sega
- 30 Pikmin 2 — Nintendo
- 31 WWE Day of Reckoning — THQ

SEPTEMBER

- 7 Pokémon Fire Red & Leaf Green (GBA) — Nintendo
- 20 F-Zero GP Legend (GBA) — Nintendo
- 24 Amazing Island — Sega
- 27 Donkey Konga — Nintendo

OCTOBER

- 4 Mario Pinball (GBA) — Nintendo
- 11 Paper Mario 2 — Nintendo
- 18 Kirby and the Amazing Mirror (GBA) — Nintendo

NOVEMBER

- 15 Donkey Kong Country 2 (GBA) — Nintendo
- 15 Metroid Prime 2: Echoes — Nintendo
- 29 Star Fox — Nintendo

DECEMBER

- 6 Mario Party Advance (GBA) — Nintendo

WINTER 2004

- Geist — Nintendo
- Killer 7 — Capcom
- Nintendo DS (Hardware) — Nintendo
- Resident Evil 4 — Capcom

TBC 2005

- Advance Wars: Under Fire — Nintendo
- DK: King of Swing (GBA) — Nintendo
- Donkey Kong Jungle Beat — Nintendo
- Fire Emblem — Nintendo
- The Legend of Zelda — Nintendo
- The Legend of Zelda: The Minish Cap (GBA) — Nintendo
- Mario Tennis — Nintendo
- Odama — Nintendo

JAP RELEASES

Big name Japanese future hits.





AUGUST

- 10 Famicom Mini Vol 21: Super Mario Bros 2 (GBA) — Nintendo
- 10 Famicom Mini Vol 22: Nazo no Murasame 2 (GBA) — Nintendo
- 10 Famicom Mini Vol 23: Zelda II: The Adventure of Link (GBA) — Nintendo
- 10 Famicom Mini Vol 24: Metroid (GBA) — Nintendo
- 10 Famicom Mini Vol 25: Palthena's Mirror (GBA) — Nintendo
- 10 Famicom Mini Vol 26: Shin Onigashima (GBA) — Nintendo
- 10 Famicom Mini Vol 27: Famicom Tantei Kurabu: Kieta Koukeisha (GBA) — Nintendo
- 10 Famicom Mini Vol 28: Famicom Tantei Kurabu II: Ushiro ni Tatsu Shoujo (GBA) — Nintendo
- 10 Famicom Mini Vol 29: Akumajou Dracula (GBA) — Konami
- 10 Famicom Mini Vol 30: SD Gundam World: Gachapon Senshi Scramble Wars (GBA) — Bandai
- 19 Bomberman Land 2 (Hudson the Best) — Hudson
- 26 Super Marioball (GBA) — Nintendo
- 26 Virtua Quest — Sega

WINTER 2004

- BioHazard 4 — Capcom
- Killer 7 — Capcom
- Mario Party Advance (GBA) — Nintendo
- Nintendo DS (Hardware) — Nintendo

TBC 2004

- Bura Bura Donkey (GBA) — Nintendo
- Donkey Kong Jungle Beat — Nintendo
- Fire Emblem: Souen no Kiseki — Nintendo
- The Legend of Zelda — Nintendo
- Mario Tennis — Nintendo

NGC MOST WANTED

These are the top ten games that we're dreaming about right now.



1 RESIDENT EVIL 4 CAPCOM

There are some games – the 'killer apps' – that are the reason you buy a particular console. *Resi 4* is the best excuse many people will need to buy a Gamecube. Rumours persist that it's likely to slip to a 2005 release in the US, to 1st February – and we've also heard tentative talk of it slipping till next year in Japan as well. What does that mean for us?

IN A NUTSHELL: Makes previous Resis look like a dress rehearsal.



2 THE LEGEND OF ZELDA NINTENDO

As legends go, you can't beat Zelda. It makes the legends of the Overfiend, the Mystical Ninja and Bagger Vance look as illustrious and epic and full of magic as Geraint's lunchtime waltz to the pub opposite **NGC** Towers for a cheeky unreal ale and bag of brittle pigskin. We're confident Miyamoto can guide the development team to huge success…

IN A NUTSHELL: Videogames don't come any bigger.



3 SECOND SIGHT CODEMASTERS

Rocketing right up the **NGC** Most Wanted charts is Free Radical's devastatingly slick third-person action-adventure. Their first game outside the *TimeSplitters* series shares a couple of similarities (the stylised looks, the factor that time plays in events), but it's a solid, absorbing… oh, hang on. Review code's just arrived! Stop the press! Go to page 54…

IN A NUTSHELL: Ignore this at your peril…



4 METROID PRIME 2: ECHOES NINTENDO

The first game isn't Kittsy's favourite Gamecube title, it has to be said, whereas Geraint *still* gets a little Welsh kick out of being Samus (although even he gets a little Welsh mood-on when he's forced to spend his time scanning everything). *Echoes* rides high in both their Most Wanted lists though, thanks in the main to a tidy multiplayer and other enhancements.

IN A NUTSHELL: Nintendo's biggest Christmas title?



5 STAR FOX NINTENDO

The 'proper' return of *Star Fox* to the Nintendo system has slipped a bit in a our Most Wanted chart through no fault of its own (after getting hold of *Second Sight* code this month, all eyes have been on Free Rad's title). Blending a brilliant multiplayer with on-rails bits, boss battles and free-form arena battles, *Star Fox* is a title to crave, though.

IN A NUTSHELL: Would have been a great Christmas title… but it's out in 2005 now.



6 PAPER MARIO 2 NINTENDO

Out now in Japan (and reviewed next issue), Mario's amazing new adventure unfolds through some truly astounding visuals. Honestly, you'll find it hard to fault the beautiful way it's put together. The way battles take place on a stage, with your audience growing the better you 'perform'. The sublime combat system. The way you can play Bowser in bonus stages…

IN A NUTSHELL: The RPG everyone will want to play. Even Paul. And he hates playing roles.



7 (NEW ENTRY!) DONKEY KONGA NINTENDO

Replacing *Donkey Kong Jungle Beat* this month, we have the game Nintendo's dual-drum controller was originally designed for. It'll finally bounce onto UK shores in October, bringing with it a soundtrack rumbling with Western-ised choons. We're really looking forward to having another four-way bongo off – trust us, once you have a go, you'll be hooked.

IN A NUTSHELL: Drum mania.



8 MARIO TENNIS NINTENDO

Forget tennis sims so real you can see the sweat snaking over Agessi's dome-head and the bulging veins on Tiger Tim's tiny shaky fist – *Mario Tennis* has always been the choice of the connosieur of fun, and that's not about to change. Want great ball physics, yet be given the chance to wield a filthy great hammer? This'll be the game that delivers. Probably.

IN A NUTSHELL: We'll love it, you'll love it, the world will be a better place. Yes.

9 GOLDENEYE: ROGUE AGENT EA

We've been critical of EA's Bond games in the past. We made some suggestions for how to get things right with *GoldenEye* back in issue 92 (which EA requested in digital format, presumably to forward to the development team). They seem to be listening – good news.

IN A NUTSHELL: The Bond game that's not really a Bond game.



10 (NEW ENTRY!) GEIST NINTENDO

The more we see of it, the more we think, y'know, this FPS could be something special. You're a victim of a terrible experiment at the hands of the evil Volks Corporation, in which your spirit was separated from your body. You'll need to possess enemies, animals and objects and use their individual abilities to be reunited with your physical form. Great fun in practice.

IN A NUTSHELL: Typically Nin-ventive shooter.

NINTENDO DS WATCH

Month-in, month-out, NGC scours the globe in search of the freshest Nintendo future-handheld news. Even when it's *very quiet*...

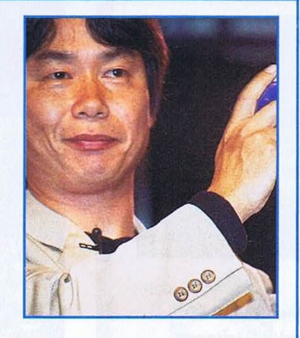
Yes, this month it's been surprisingly shushed round DS way. Nintendo seem to have issued some kind of lockdown that prevents their internal development teams from talking about DS. Maybe Yamauchi's issued a 'special' memo via his 'agents'. Who knows? That doesn't stop us squeezing our sources for as much hot news as they can possibly spill though. And there's certainly been some intriguing speculation – sorry, make that *idle gossip* – doing the rounds, which we've jumped on. Treat yourself ...

MR 'MOTOVATOR

When Shigeru Miyamoto twangs his banjo of truth, the gaming world listens. Especially when he's talking about new hardware. Hear the man-god's choice words about DS...

SHIGSY ON...

WIRELESS INTERNET



"What Nintendo has been pursuing is mostly the connection of DS systems. But, if you had wireless LAN in your home, and an application or an OS was released that connected to it, it would be possible to use the DS as an internet terminal."

In an interview with Shigesato Itoi, creator of *Earthbound*, Miyamoto confirms that DS *does* feature the capability to connect to the net wirelessly but, as expected, the focus of its connectivity is still on multiplayer gaming...

DS ADD-ONS



"We don't want to be telling users, 'If you don't connect that, it won't work' or 'if you don't have one of these, too bad.' If we can, we want you to be able to just buy the machine itself, and have fun with a new type of play."

Again, speaking to Shigesato Itoi on his homepage, www.1101.com, Miyamoto spells out Nintendo's vision for DS. He goes on to reveal that the system's designers originally wanted even more innovative new features in DS, but in order to be able to sell the console at an affordable price, stripped it down to the specs we know today.

MAKING DS GAMES DIFFERENT

"We like the idea of people bringing their games to a Nintendo platform and then adding new elements that will make it unique to the Nintendo platform. The idea with the DS, with having these new features like wireless, the touch panel, is that people who created a game for one system might bring it to the DS and say 'Look at all the things I can do on the DS'... we think there are a lot of ideas floating around like that, in addition to those people that want to make strictly for the DS."

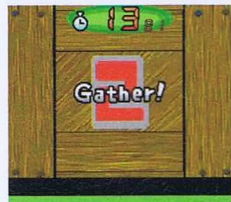


¥19,000 • $180 • £99?

Our sources hint at a bargain price and November launch…

Unconfirmed reports from Japanese retail sources hint that Nintendo DS will debut in Japan on 4th November, priced at ¥19,000 (around £94), with a US launch a week later on 11th November at $179.95 (£98). To put this in context, Sony PSP is expected to cost ¥30,000 (roughly £148) when it launches in Japan this year. We expect Nintendo to mirror their DS pricing strategy in Europe with a sub-£100 price point next spring. It's also expected that DS will launch with five or six software titles in Japan, and should have 11 by the end of the year.

POSSIBLE LAUNCH TITLES…





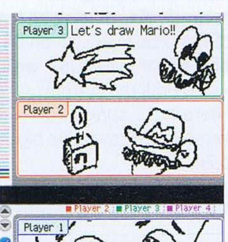
WARIO WARE INC

Rubbing, drawing, scratching – the minigame favourite's perfect to illustrate the different ways the touchscreen can be used. Pity the top screen's a bit redundant.



YU-GI-OH! NIGHTMARE TROUBADOUR

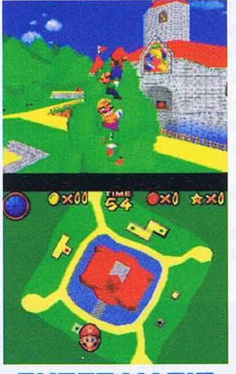
With a full-on Pokémon title yet to be revealed (and you know there will be one), we reckon this'll definitely be among the five launch games.





PICTOCHAT

Nintendo's emphasis on communication taken to the next level. This should be launched for a bargain price, we reckon.



SUPER MARIO 64X4

A reworking of a classic – we're sure Shigsy (who's playing DS games as we speak) will handle this.

DS DEMO PAK

Imagine all the tech demos – Carving, Balloon Trip, Table Hockey, Mario's Face, Submarine – rolled into one must-have bundle. Maybe it'll come with every DS as standard…



DS HITS THE ROAD?



You may have already read in News (p7) that Nintendo are not only shying away from Japan's Tokyo Game Show this Autumn but have also decided to postpone their own 'Spaceworld' event for the third year in a row. With DS currently scheduled for a November release in Japan, you'd think that Nintendo would want to get it into as many hands as possible – especially when you consider that it's the kind of machine you have to *actually touch* for yourself to to fully appreciate. Thankfully, this is something the Big N's going to address.

"We want as many of our fans in the country to experience DS before it goes on sale," Nintendo spokesperson Mitsuaki Hagishima has revealed. So rather than exhibiting at the Tokyo Game Show, Nintendo will be "planning an effective event that can be expanded to a nationwide scale". It's unknown exactly what form this event will take – but it's vitally important that Nintendo get its new system into people's hands, as Sony are planning on showing off their PSP during the same period. It seems likely at this point that Nintendo will take the DS on some kind of roadshow around major cities in Japan. It's something that they've done in the past to good effect – especially in the US, where similar events have helped raise awareness of Gamecube and GBA.

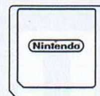


BRAND NEW GAMES



Cliché alert: a gaming system's only as good as the games you feed it with. Nintendo might be offering third-party developers huge new possibilities with DS features, but we hope they're giving them some creative guidance as well…



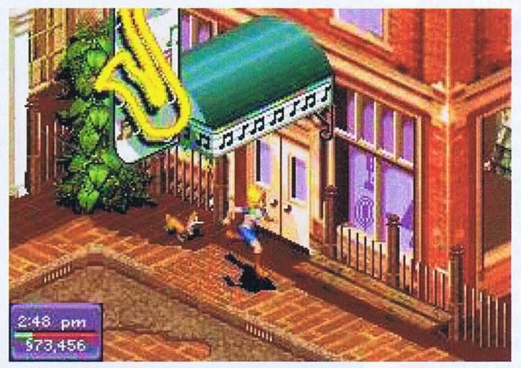




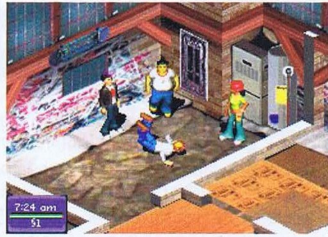






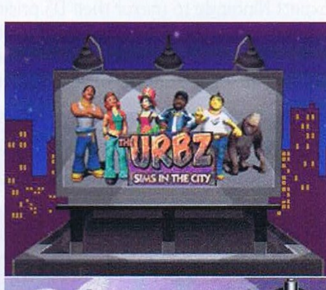


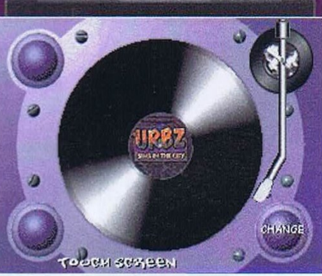
△ Quick – buy a sax and let's play it using the touchscreen…



△ Dancing, DS-style. You go for it.

THE URBZ SIMS IN THE CITY





△ By pressing the Change button, you can probably change the record…

Stay at home, playing the game on your trusty Gamecube? Why not take it into the big city and meet real *and* virtual people?



Bet you never expected this. International MegaSoft (aka EA) reveal their first Nintendo DS game – and it's a Sims game. Yep, no *Madden*, *Lord of the Rings*, *Need for Speed* or *GoldenEye* (yet).

We suppose it does lend itself to the twin-screen system's touchscreen and wireless features fairly well. And indeed, EA are packing the DS version with a wireless multiplayer mode (set to be a standard on DS), as well as DS-exclusive features, including 24 new objects, five minigames, seven characters and eight species of pet that you can create using a 'gene manipulator'. There'll be touchscreen innovation as well, although the exact details are unclear. You'll notice that there's a turntable in the bottom screen during the character creation mode – perhaps you'll be able to do a bit of impromptu 'scratching' while you wait. Some of the minigames are certain to use the touchscreen as well, offering more interaction rather than simple button presses.

The game will follow the same structure as its Gamecube counterpart. Daddy Bigbucks is attempting to take over the city of Miniopolis and keep Spicer Island a secret. It's up to you to reveal the truth by… er… training up your virtual pet, building up your reputation and keeping your Spicer crew happy.

"We're thrilled that this new franchise is the first from Electronic Arts to illustrate the power of the Nintendo DS," says Sinjin Bain, Executive Producer on the game. "On DS, we are able to do things with The *Urbz: Sims in the City* that we could not do with any other console. Like the system itself, the game is completely unique. Never before have Sims players been able to unleash their alter egos in an urban environment – complete with the sounds, scenes and settings of the city." His words might sound suspiciously like they've been fed through EA's PR processor, but Sinjin does seem *thrilled*, doesn't he?

We expect *The Urbz* to launch on DS by the end of the year in the US – we'll be forced to wait until the system arrives over here in the spring. For now, check out our preview of its big brother on p.24…

DOUBLE-TALK

This month, we hand the opinion and comment-forming over to you – the people who'll be among the first to hand over hot cash for a Nintendo DS…

'POKÉMON BATTLES'

I've just been re-reading the DS handbook that was free with your July issue, and looking at the games being developed for DS. I got to the Yu-Gi-Oh! game, and then remembered how you said it would be brilliant if Pokémon battles were in 3D. I thought that maybe Nintendo could use the same idea as Yu-Gi-Oh! for Pokémon, with the bottom screen showing the two or four Pokémon's stats, and the top showing each of the attacks in full 3D. Wouldn't that be brilliant?

Aidan, via email

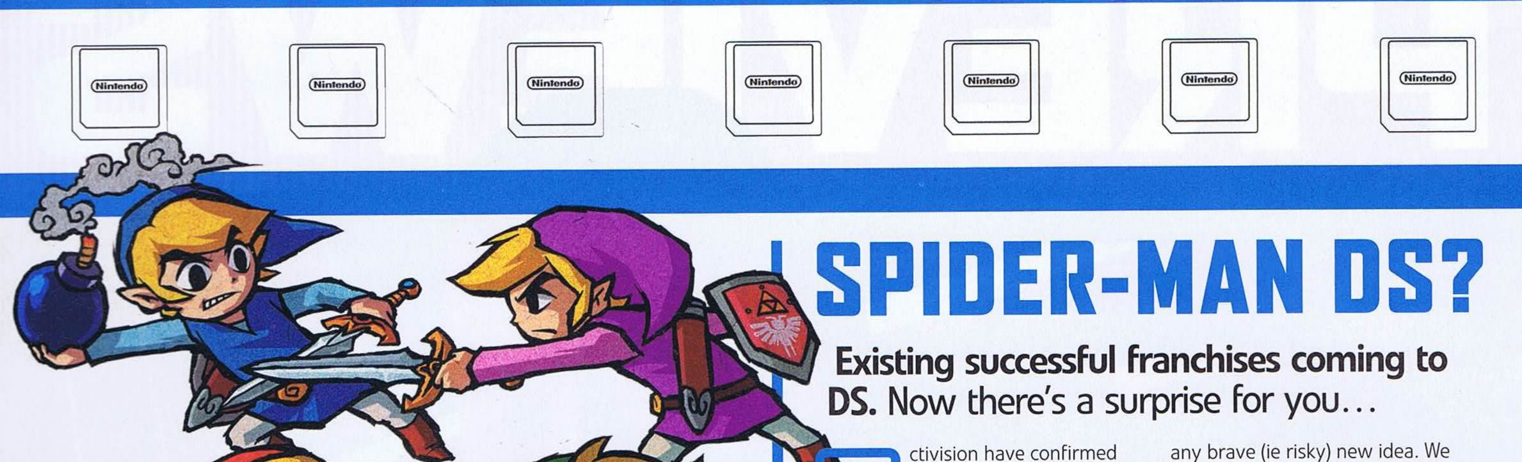
We agree, it might be useful to see the stats for your monsters while a battle rages unencumbered by menus. It still doesn't seem like a great use of all the features of DS, though. Just treating the touchscreen as an interactive menu seems a little dull…

'IGNORANCE'

I'd like to say that the touchscreen of the DS is being overused. Just because it's there doesn't mean that every developer has to use it. I fully realise that I'm writing from a point of ignorance, but the use of the stylus in *Metroid Prime: Hunters* seems like a bad idea. The concept of the game is superb, I wouldn't expect anything less from Nintendo, but why not just use the D-pad, buttons and shoulder pads? It will still be amazing, but it seems unnecessarily fiddly. Obviously it suits a lot of games, but using it all the time merely because it's there might not be wise in terms of gameplay.

Chris Sutcliffe, via email

All the examples of DS software we've seen so far have, essentially, been technical demos and not full commercial titles. 'Games' designed to





SPIDER-MAN DS?

Existing successful franchises coming to DS. Now there's a surprise for you...

Activision have confirmed that they will support both Nintendo's DS and Sony's PSP when they launch in the US, with at least one launch title planned for each systems' launch.

They've also revealed that these will be based on existing franchises – think Spider-Man, Tony Hawk's – rather than any brave (ie risky) new idea. We reckon a Spider-Man DS game would be great, as long as they don't take the latest GBA version as a starting point (see p.63).

In a recent financial statement, Activision also went on to reveal that that have 'development efforts underway' for the next generation of home consoles and plan to have titles ready for the launch of Nintendo's Revolution. Again, we don't expect these to be new, unknown titles...



THE LEGEND OF ZELDA FOUR SWORDS ADVENTURES

Putting the Link well and truly into connectivity. The Legend continues!

Confirmed! We knew that a dual screen Zelda game was on the cards, and in an interview with Club Nintendo, the Latin American/ Spanish Official Nintendo Magazine, the man in charge of overseeing the entire Zelda franchise, Eiji Aonuma, verified this.

"The Zelda team is already planning *Four Swords* for Nintendo DS. This game will have a lot of connectivity and feature a lot of interaction between both screens. It will be interesting."

Interesting? That's an understatement. Wireless link-up with four players is a given, and we expect the two screens to act like the Gamecube/GBA link-up option in the original game (top DS screen showing the normal world, bottom screen showing the shadow one). But what of the touchscreen feature?

show off the unique and innovative features of the system. That's why the touchscreen has been 'overused'.

It's true that Metroid Prime: Hunters *just doesn't work as a game at the moment, and we're sure we'll see the control system being overhauled before it actually gets released. You'd be a little disappointed if you didn't get some kind of touchscreen innovation in every game though, wouldn't you?*

'VERY NINTENDO'

Nintendo DS – whadda console! From what I can see from your excellent coverage, it looks very Nintendo. The touchscreen and microphone could be used to make extremely innovative games, although no doubt Certain Developers will just crack out licensed games which make little/no use of the hardware. But as long as Nintendo themselves deliver (and they will, of course), DS will rock! I wait with bated breath...
Ciarán Treacy, Dublin

Don't bate your breath for too long – there's still several months between us and the import release you know...

'BUGGING'

I like what I've seen of DS, but one thing's still bugging me – the lifespan of that bottom screen. I mean, how much rubbing, tapping and scratching can it take before we start to see permanent damage to the screen? I'm sure there'll be some young gamers out there who won't understand that you're not supposed to *really* scratch the screen or apply too much pressure – or use a pen!
David Edwards, via email

We're sure Shigsy's thought of it already and taken it into account.

PREVIEWS



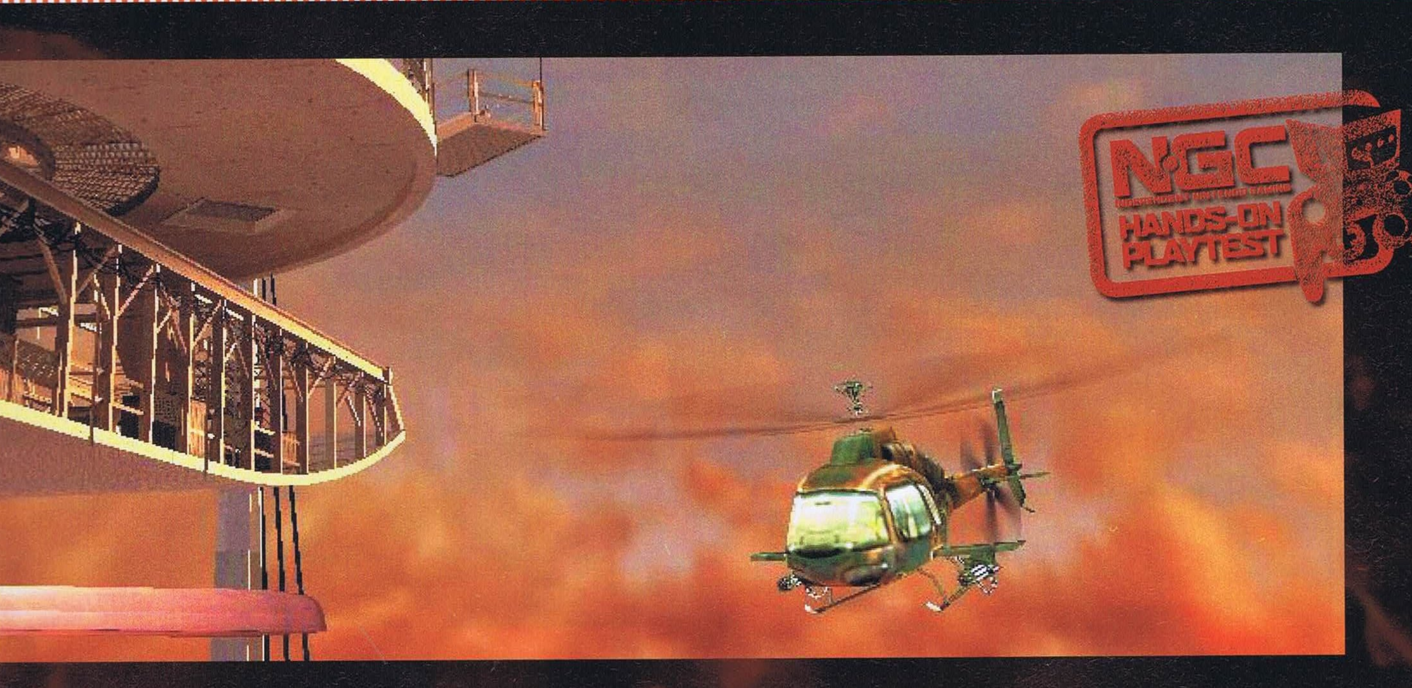
THE KNOWLEDGE

- Nine levels of completely new action in the 007 universe.
- Visual design by the geezer who designs the sets in the 007 movies.
- Two-handed shooting against an endless army of smart enemies.
- Multiplayer levels based around the N64 game and the film.

FACTFILE

Who's making it?
Electronic Arts

What have they done before?
007 Everything Or Nothing (NGC/91 68%)
Third-person Bond that annoyed the hell out of us.



GOLDENEYE ROGUE AGENT

We travelled to EA's plush campus near San Francisco to check out this year's Christmas blockbusters – chief among them, this eagerly-anticipated 007 semi-sequel…



"But this has absolutely nothing to do with the N64 classic, much less the movie it was based on," you cry. And you'd be absolutely right. In fact, *Rogue Agent* isn't technically a Bond game at all since you play the baddie and the GoldenEye name is essentially an eye-catching way for the current 007 license-holder to cash in some of the goodwill generated by Rare's 1997 title.

But no matter what you think of the name and the commercial reasoning behind it (and we're of the opinion that it's only going to invite unfair comparisons) this is certainly EA's best stab at a 007 game. And unlike most other efforts since *GoldenEye*, it's basically a full-on shoot-'em-up.

You take the role of a former 00 Agent, kicked out of MI6 because of an unhealthy fondness for evil, a character trait which is sadly incompatible with a career in the secret service. After huffily booting 007 himself off a tall building, you lose an eye in a confrontation with Dr No. The missing peeper is replaced by a very special gold one, giving rise to your familiar nickname.

> **"YOUR REPLACEMENT EYE IS A MINIATURE VERSION OF THE GOLDENEYE SATELLITE"**

The eye is a miniature version of the GoldenEye satellite, which is as good a way as any of justifying the game's name. And while it can't obliterate entire cities like the full-size version, it does pack a few nifty tricks.

There are four eye modes, donated by Scaramanga (the man with the golden gun) at various points during the game. EM Hack mode is for disabling security systems and causing weapons to malfunction; EM Shield deflects bullets for a short period of time; Magnetic Field picks up enemies and chucks them in your direction of choice, across the room and into other people; and MRI Vision is used for seeing through walls, in conjunction with a rail gun.

The eye modes are cycled with the D-pad and activated by tapping Z. Using eye powers consumes energy, so you must take care to leave something in the tank for tricky sections. To recharge its energy, you have to score

"Enemies are smart enough to protect themselves"



△ Oddjob, the midget from the N64 game. Except here he's not a midget. Rare must have got him confused with Nick Nack.





△ Why did they have to hire a Hollywood designer to make this generic SWAT soldier?

SCENE SO FAR

We had a crack at two of the game's nine levels, beginning with a scene where you prove your lack of 00 suitability by wasting 007 himself. Then there was a battle against the treacherous Dr No's army in Hong Kong, featuring a giant dragon sculpture that could be made to breathe fire over the combatants – death traps are a big feature of the game, and enemies use them too. Later levels promise major landmarks from past Bond movies, and to keep a look that's true to the 007 series, everything from the costumes to the architecture has been designed with assistance from expensive Hollywood consultants.



■ Part of the Hong Kong level, seen from a distance. Pull a switch to turn on the dragon's breath, thereby roasting loads of Dr No's soldiers.



■ It's the satellite cradle from the N64 game, all updated and made lovely. We played this in multiplayer, and it was dead good. So now you know.

combo points by taking out enemies in stylish and varied ways – repeating the same type of kill earns fewer points than mixing the gunplay with a bit of punching, hostage-taking and defenestration.

Combat is very nicely handled. The enemies are smart enough to protect themselves by making use of cover, and there are loads of them to take care of. Running into an open space with both guns blazing will end in tears, so you have to duck behind objects and make full use of the terrain, luring the bad/good guys into range.

Later levels have destructible cover, meaning you won't be able to hide behind certain things for long before they're blasted to pieces. You'll have to spot the route from cover to cover in double-quick time, but fortunately the artificial intelligence (or Evil AI, according to the promotional blurb) doesn't use any cheaty sixth sense to locate your hiding place. Enemies will assume you're still in the last place they heard or spotted you, so you can sneak past them if you're skilled enough.

A two-handed fighting system allows a little leeway to customise your playing style. All weapons are single-handed, so you can hold two different ones at any time – when you pick up a new weapon, you have to push the joystick left or right to determine which hand it will be held in. The two shoulder buttons fire the guns independently, allowing you to keep a bullet-munching automatic for heavy-duty slaying while using a pistol for close-quarter work.

If you opt to throw away one weapon, you can chuck grenades with your free hand. Up close, no matter how many guns you're holding, you can always unleash a melée attack with your fists, elbows or the butt of a pistol. Two direct hits will drop an enemy, or if you hit him once you can use him as a shield. His mates won't have any qualms about trying to shoot

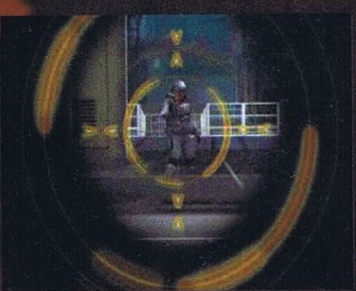
BIG BOND?

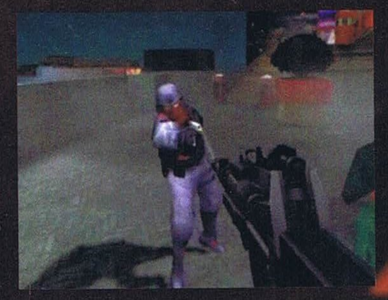


There are nine levels, each split into four sub-levels. The game's designers estimate it'll take 15 to 20 minutes to complete each sub-level, depending on the player's ability, leading to a play-through time of nine to 12 hours, not including the time spent getting killed and repeating sections.









PLAY IT YOUR WAY

Doing things the proper way involves a lot of two-handed shooting and grenading, generally performed while hiding behind pillars and upturned tables. However, the AI is strong enough for you to play it stealthily in some areas. Learn the patrol patterns of guards and you can either creep up to take them out silently or sneak by without being spotted.

BONDING SESSIONS

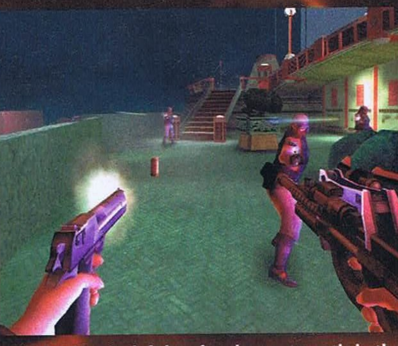
Nothing has been confirmed regarding the Gamecube version's multiplayer modes, and whether or not they'll include the eight-player system-link option planned for other consoles. Online play definitely isn't on the cards for us, anyway. Whatever happens, we were pleased to see a multiplayer level based on the Cradle from the original game. While all the levels in the solo mode are brand new, several of the multiplayer arenas will be very familiar to fans of both the Rare game and the movie.











△ A pistol in the left hand and an automatic in the right. Your character has strong arms.

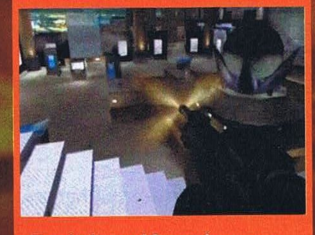
straight through him, but he'll protect you from damage until his health meter expires.

The health system is unusual. Like the original *GoldenEye*, there are no health power-ups during the game, merely body armour. However, once you're hiding in a safe place your health will slowly recharge. Only sustained shootage is enough to fell our anti-hero, which is why there's such a huge number of enemies on each level. And you can't just rely on your magic shield to see you through – a rock-paper-scissors system ensures that overusing certain abilities can cost you dearly, with electrostatic weapons doing quadruple damage if they hit while you're using your special eye. Conversely, you inflict more damage by combining specific weapons with eye powers.

Various bits and pieces weren't present in the version we played, which was itself significantly changed since the E3 demo. At the time of writing, the design team had three months to implement improvements to the on-screen displays, add in extras such as a tracking device that marks enemies as well as highlighting useful objects, and to tweak the game's difficulty.

It's shaping up to be a hugely enjoyable game.

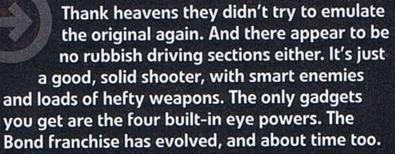
HARDCORE UPROAR



The designers' favourite game mode is called You Only Live Once. As the name suggests, you get just one life to complete the entire thing, and if you're killed, the game will erase your save file to prevent restarts. Ouch.

NGC VERDICT

UK NOV | US NOV | JAPAN TBC



Thank heavens they didn't try to emulate the original again. And there appear to be no rubbish driving sections either. It's just a good, solid shooter, with smart enemies and loads of hefty weapons. The only gadgets you get are the four built-in eye powers. The Bond franchise has evolved, and about time too. We're very hopeful about this one.

ANTICIPATION RATING







THE KNOWLEDGE

- A Mario RPG that blends RPG elements (turn-based battles, heal your party at an inn, buy items from a shop...) with classic Mario features (collecting coins by beating enemies).
- Sequel to *Paper Mario*, released in Japan on N64 (as *Mario Story*) four years ago.
- Smooth control system: A is your action button (jump/open door), B swings Mario's hammer, X lets you carry out a 'team attack' and Y lets you swap between Mario and the character accompanying him.

FACTFILE

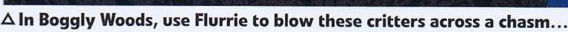
Who's making it?
Nintendo (Intelligent Systems)

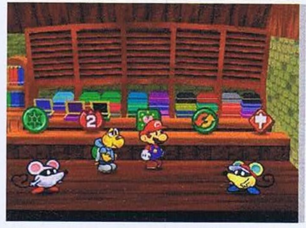
What have they done before?
Advance Wars 2 (NGC/84 93%)
The finest turn-based strategy game ever – and it's on GBA!



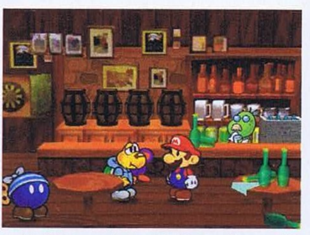
PEACH
Yes, it's that woman again. The girl who just can't stop being abducted. The juicy princess with a heart of stone. Peach. She's only gone and got herself captured by a mysterious creature while on a vacation with loyal dogsbody Toadsworth. Royalty, eh? Tsch.




In Boggly Woods, use Flurrie to blow these critters across a chasm…


Pick up new special abilities from a badge shop. Run by mice. Or rats.


Peach is kidnapped. She, er… doesn't look gutted.


Visit the pub to <hic> heal yersel'.


Please the ugly crowd.

MARIO
The plumber who hasn't plumbed a thing in in years hears of Peach's predicament and (probably sighing and shaking his head) uses the map she sent him earlier to try to track down the powerful Star Crystals. They'll probably help him get her back, see.



PAPER MARIO 2

Mario's stunning new adventure's just hit Japan. We'll be tearing into it next issue – but there's always room for one more look…



No game will brighten the British winter like *Paper Mario 2*. *Donkey Konga*? A blast to play – but to look at? It's just a trail of dots screaming across the screen. *Star Fox*? Well, we now know it's not going to arrive this year. No. Nothing will be able to match Nintendo's new PPG (Plumber Playing Game). It's a fruity, vibrant, vividly layered trifle of a game.

Its visuals are so sharp they could chip your eyes (in a good way). Thin 2D characters applied over lavish 3D backgrounds? That's only the start. It's not just about the presentation. The game makes full use of its papery theme, with Mario able to fold himself up into an aeroplane or boat, roll into a tube, and turn sideways in order to slide between bars. Bridges appear via a purring flickbook effect. Stairs flip into life like a pop-up book. Enter a building and its walls flop down like a house of cards. The 'paper' effects are implemented superbly in this Gamecube-powered sequel. 'Look like a picture book!' says the excitable Japlish promotional material. It right!

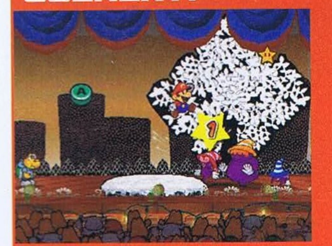
> **PAPER MARIO 2 IS THE TURN-BASED NUMBER-CRUNCHER THAT WON'T TURN YOU OFF**

Like the N64 game, you almost forget it's an RPG. This is the turn-based number-cruncher that won't turn you off. Like *Paper Mario*, you work your way between towns, tackling enemies, on the hunt for Star Crystals. You control Mario, but you're accompanied by a succession of new characters. Naturally, the green dino with the hungry tongue gets his filthy egg-squitting oar in, but you'll also get to work with pink Goomba girl, 'Goombella', a Koopa named… 'Koops' and a hovering apparition called 'Flurrie'. Your partners each have different abilities and moves,

CRYSTAL MAZE

... or rather, 'crystal map'. *Paper Mario 2* takes you into some little-seen areas of Mario's world as you search for those essential Star Crystals. Check out these locations.

SCENERY!



■ Notice how during a battle sequence, the on-stage scenery takes on the level's theme. Here, Boggly Woods' black-and-white spooky stylings work well.

WHEAT!



■ Aaah... Star Crystal Fields. Bits of wheat fly up into the air as Mario snaps the stems walking through the crops. Watch out for Goomba Troopers here...



NATIVES!



■ Mario gets to meet some colourful natives of bustling urban locations. Such as, er... this spear-carrying ... vulture... thing. Don't forget to try out the warp pipes as well.

AHOY!



■ Despite Mario being able to transform himself into a boat, we reckon you'll need a bigger vessel to take you to that island that's just off-shore...

which you'll need to call on to reach certain areas or defeat a distinct type of enemy.

It's the combat where *Paper Mario 2* excels. While it'll seem familiar to hardened Mario RPG heads, there are enough new twists to the turn-based blow-trading to keep it feeling fresh. You can avoid a random encounter by simply steering clear of an enemy as you explore the levels. Fancy a fight? Then just walk into them. You'll feel a greater connection with the turn-based stuff thanks to the way that, even after you've selected your move, you can inflict greater damage or dodge an attack with a well-timed tap of A at a key point during the move.

Brilliantly, the fighting action takes place on a theatrical stage.

BOW'S THAT!



The Bowser bonus stages take place in *Super Mario Bros*-style side-scrolling levels. The aim is to guide him from start to finish in the fastest time, jumping, breathing fire and eating meat (hidden in coin blocks). The more flesh he gets down his fat neck, the larger he grows – to screen-filling proportions eventually.



△ Ah. There are several occasions where you face gangs of enemies. Reach for the hammer...

BOWSER

Turtle power! Dino-mite! It's the baddest-ass Koopa in the whole of the Toadstool territory. And boy, he be angry! Someone (or something) is trying to cut into his nefarious business. To find out who, he sets out on an adventure of his own...



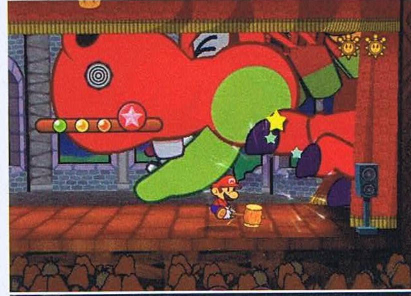
△ In a fit of 'tache envy, Mario tells this guy where to get off. We think.

The idea's to fight with such flair that you attract a large audience. Do well and your 'fans' will throw you power-ups or drop buckets onto an enemy's head. Muff things up, though, and the crowd'll turn ugly, dropping buckets on *your* party members, throwing rubbish and pushing pieces of the set on top of you. The Toadstool people are an ugly bunch.

Fighting takes up a decent chunk of the game, but there's plenty of exploring to do as well – and the chance to play as Bowser in end-of-stage bonus levels. Like GBA's fantastic *Mario & Luigi Superstar Saga*, there's a nice line in humour running through *Paper Mario 2*, with self-depreciating Nintendo references and snappy dialogue. We expect big things of this...

NGC VERDICT

UK WINTER | US 11TH OCT | JAPAN OUT NOW



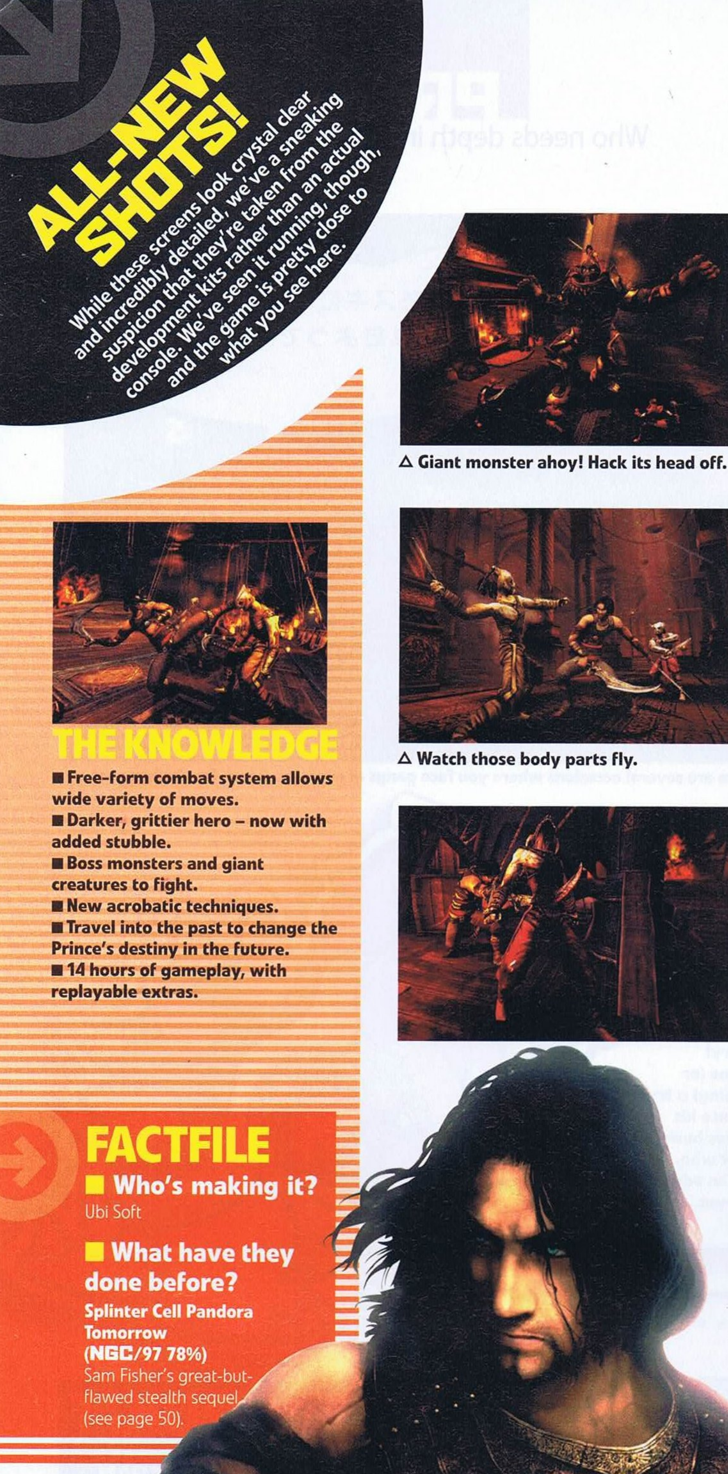
It's still pencilled in for the usual 'Q4' release date in the UK. Nintendo, we recommend you stick to this if you want a stellar Christmas line-up. From everything we've experienced of it so far, *Paper Mario 2* looks phenomenally entertaining. Great looks, sharp wit and intuitive role-playing design make this a true heavyweight.

ANTICIPATION RATING



ALL-NEW SHOTS!

While these screens look crystal clear and incredibly detailed, we've a sneaking suspicion that they're taken from the development kits rather than an actual console. We've seen it running, though, and the game is pretty close to what you see here.



△ Giant monster ahoy! Hack its head off.



△ Mixing up swordplay and kickings.



△ Two swords, double the pain.



△ Watch those body parts fly.





△ Now you can chop things up while hanging from the scenery. A nice touch.

THE KNOWLEDGE

- Free-form combat system allows wide variety of moves.
- Darker, grittier hero – now with added stubble.
- Boss monsters and giant creatures to fight.
- New acrobatic techniques.
- Travel into the past to change the Prince's destiny in the future.
- 14 hours of gameplay, with replayable extras.

FACTFILE

Who's making it?
Ubi Soft

What have they done before?
Splinter Cell Pandora Tomorrow (NGC/97 78%)
Sam Fisher's great-but-flawed stealth sequel (see page 50).

PRINCE OF PERSIA 2

Top quality action adventure gets an instant sequel.



The first one was only released in March, but long before *Prince of Persia* hit the shelves, the developers at Ubi Soft were working feverishly on a sequel which improves on every aspect of the 91%-rated original.

This time, the Prince is destined to die. He doesn't know how; he doesn't know when; he only knows that death is coming and it's inevitable. So from the start there's a much darker atmosphere than in the previous title. It begins on a ship raided by monstrous pirates, in a scene designed to show off the fantastic new 'free-form' combat system.

ROYAL RUMBLE

The Prince has learned a whole load of new moves since March, with the result being the fights are longer and more varied than before. He can now grab an enemy to use as a living shield, steal its weapon, then decapitate it using two swords in a scissor motion. Alternatively he can chop enemies into halves or quarters, and rebound off bits of the environments to launch powerful combo attacks.

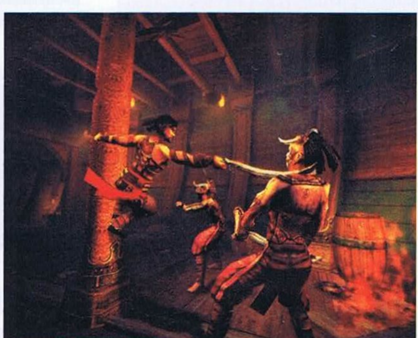
While the game is still divided into combat and exploration sections, the line between the two is less distinct in this game. Now it's possible to fight while doing the Prince's gravity-defying wall-run move – you'll encounter enemies capable of the same athletic techniques as the Prince, and will

△ The twin sword decapitation move is a surefire winner.

△ When fighting multiple enemies there are various new techniques for attacking them all at once.


△ Using traps to waste unsuspecting baddies.


△ Impersonating a blender. Smoothie, anyone?


△ Sir, I demand satisfaction.

have to fight while performing all sorts of tricky stunts.

When enemies are ready to be dispatched by a finishing move, their clothes lose their vibrant colour and turn dusty brown. This is your cue to unleash something spectacular from the repertoire of blade techniques learned throughout the game. Only boss characters don't do this – there are three main bosses and many mini-bosses to fight, compared to one end-of-game boss in the original.

We've seen a fight against a gargantuan armoured soldier, ten times the Prince's height, which involved a sub-game of trying to balance on the monster's shoulders while avoiding its fists and attempting to stick a sword in the back of its fat neck. It was far more impressive than anything in the previous game and that was just a mini-boss.

The slow motion special ability has been upgraded, so the Prince now moves at normal speed while everything else, including traps and machinery, slows down. There's a new special power that you can activate after performing a good combo against multiple enemies. Simply, it rewinds time and delivers the same combo at double speed, dishing out twice the damage.

Although there's no help from the Prince's lady friend, Farah, you don't have to fight alone. An alternative computer-controlled companion will be introduced at some point in the game, but the developers refused to spoil the surprise by telling us who it is.

There are still plenty of environmental puzzles to solve, some involving the Prince's clever method of travelling down long cloth banners by sticking his sword in the top and ripping his way down to the ground. And yes, you'll have to leap from banner to banner during these hair-raising descents and watch for enemies as you do so.

With levels weighing in at around 50% larger than the original game, improved graphics, interactive cut-scenes and, we're promised, better incentives to replay the whole thing once you've completed it, *Prince of Persia 2* deserves to be close to the top of every Gamecube owner's 2004 wish list.

"A NEW COMBO REWINDS TIME AND DELIVERS THE SAME ATTACK AT DOUBLE SPEED"

NGC VERDICT





The first *Prince of Persia* is one of those rare games that's so close to being a perfect experience, it's basically impossible to have any real problems with it. This one takes everything the original did so well and expands upon it. We guarantee this will be superb. Let's just hope it isn't delayed until four months after the PS2 version again.

ANTICIPATION RATING

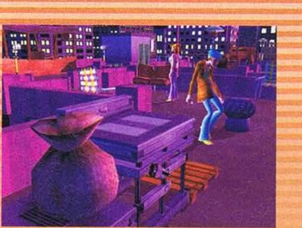


BOYOS IN DA WELSH HOOD...

Cultural stereotypes? You've gotta love 'em. Just look at *The Urbz*. Its Central Station's filled with pierced punks, while Southside Bridge is run by... are those pimps? Nice.



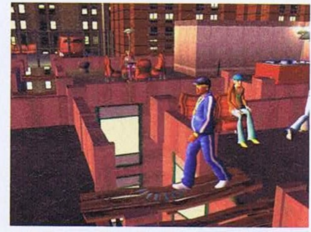


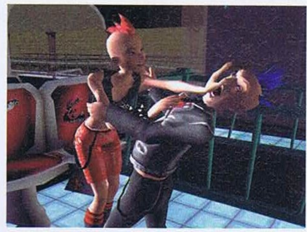



THE KNOWLEDGE

- The Sims go all 'street' on us, giving it the old 'attitude'... er... the 'bling'? Yes. The bling.
- Wander the streets at night, 'bustin' moves' with your 'homies'. Does your mother know where you are? Does she hell.
- Loads more customisation options than ever before. It's like being Big Brother, but having control over the inmates' whole look as well. C'mere, chicken...


△ Watch out for falling shards of ice! Thankfully, this lass deflected it. By dancing. Mmm.


△ Get a really nice tracksuit from Matalan for 'maximum' respect.


△ She's clearly not a qualified dentist. Make sure you go private.

FACTFILE

Who's making it?
EA/Maxis

What have they done before?
The Sims: Bustin' Out (NGC/89 82%)
Create a character and then torture him by refusing to let him eat or sleep.

THE URBZ

This ain't no family outing! The latest Sims get out of the house and take it to the streets...


First it was called *The Urbz*, then *The Urban Sims* and now it's *The Urbz*. Again. Why? Well, it's all legal guff, but the long and short of it is that the name is definitely *The Urbz* and some 'toys' from the game will follow. Great. *The Urbz* is all about building your reputation in an urban environment. In practice, it plays like a better looking, more streamlined version of *The Sims: Bustin' Out*. The main difference is that play is removed from the confines of a single house (or a collection of houses) and taken into the city. This is divided up into nine districts, each with distinctive social groups with their own personality traits.

> **"IN ORDER TO SUCCEED, YOU HAVE TO BUILD A REPUTATION ACROSS EACH DISTRICT"**

In order to succeed, you have to build a reputation across each district – something that you achieve through the clothes you wear, the items you receive and the use of 'social moves'. The latter are special behaviours that have a positive or negative effect on those around you. One example is a techno-style boogie complete with glow-sticks that'll only impress a certain personality type. Try it in front of a biker and you're likely to get a slap in the face.

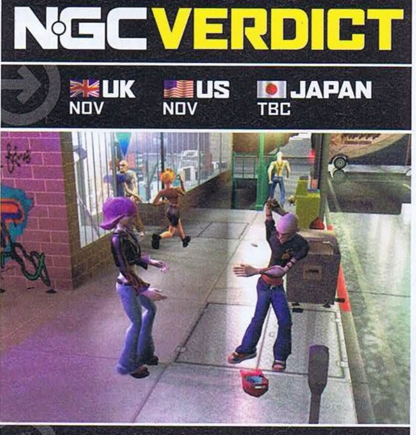
You must earn these social moves, as well as currency with which to customise your avatar, from each district's boss. The bosses control the jobs in their districts. The way sims work has now undergone something of an overhaul, turning into minigames that you have to master to earn maximum cash. And, as ever, increasing your sim's competence in certain skills, making sure they don't get too tired or soil themselves in front of their friends remains part of the... er... fun.

So, things look positive – at least in so far as *The Urbz* is attempting to deliver something new with the series. We'll have more in the coming months.


△ Different character types will react to your clothes accordingly.

NGC VERDICT

UK	US	JAPAN
NOV	NOV	TBC



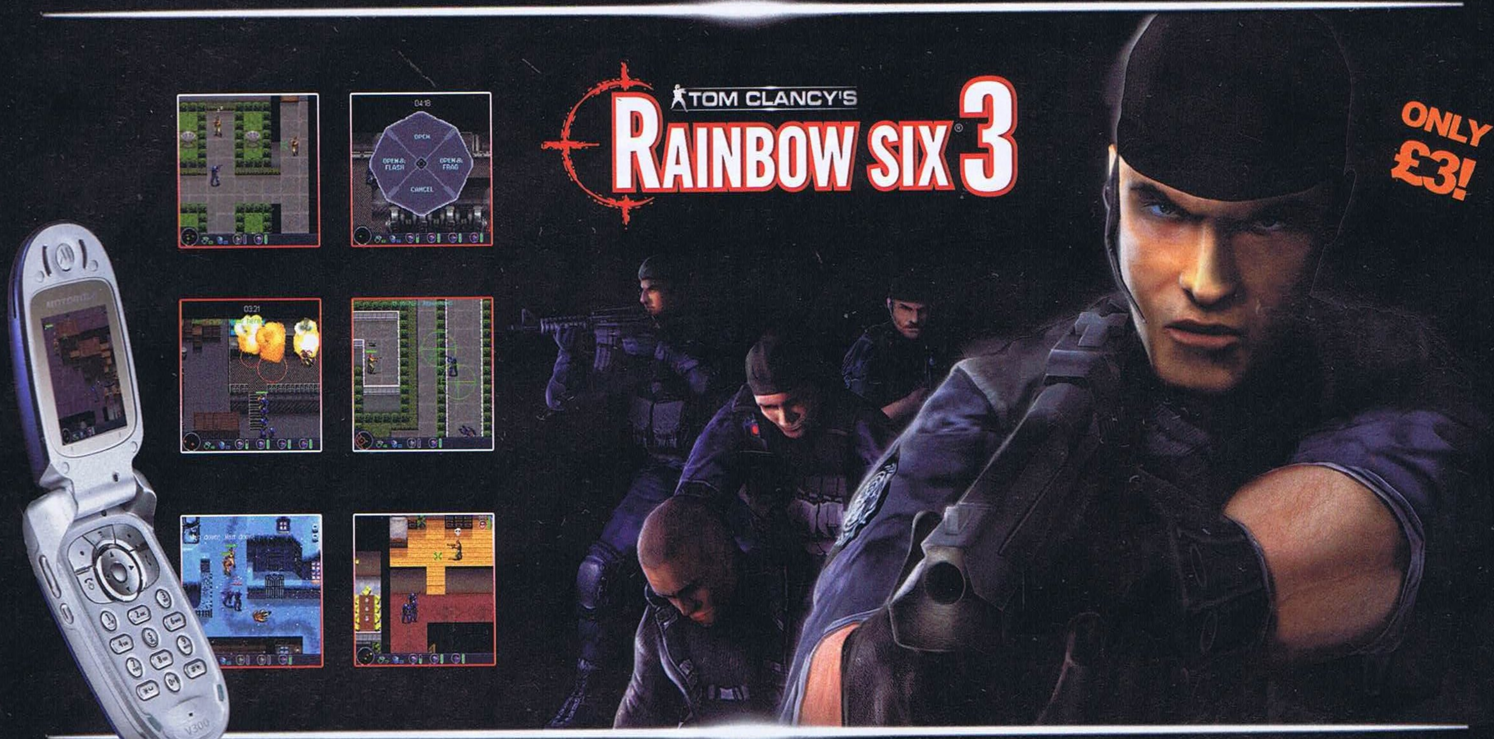
Clearly, the game has a way to go yet (the frame rate on the demo we've had a go on was shocking) but there are some great new ideas, and the closer camera angles help get you involved in the action like never before. Should be an improvement on the previous Sims games, with more in the way of customisation. Expect some kind of GBA link too.

ANTICIPATION RATING






DING'S BACK, AND HE'S GOING TO TAKE YOUR MOBILE HOSTAGE!



Tango down! Take control of the elite Rainbow Task Force in the fight against international terrorism. Explosive action and a brand new team tactical engine made this E3's best mobile game of 2004.





PUZZLE



4/5
W@Mob

CHESSMASTER

PUZZLE



9/10
Mobile Choice

2004 REAL FOOTBALL

SPORT



NEW!

SPLINTER CELL PANDORA TOMORROW

ACTION



10/10
Mobile Gamer

SPLINTER CELL

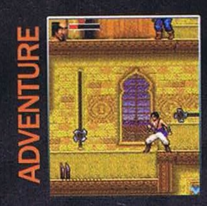
ACTION



5/5
Gamepro

PRINCE OF PERSIA THE SANDS OF TIME

ADVENTURE



90%
Gamesmaster



ADVENTURE



9/10
IGN.com

YOU CAN PLAY ALL THESE TOP GAMES ON T··Mobile···

How to buy...

text: NC48 to 84050

You will be sent a full WAP catalogue. You then select the game you want ie. Rainbow Six 3. All games are £3 and you keep them permanently.

List of compatible phones: **Nokia** 3510i, 3100, 3200, 3300, 5100, 6100 6220, 6230, 6610, 6800, 6820, 7210, 7250, 7650, 3650, 3660, N-Gage 3410, **Sony Ericsson** T610, T630, Z600, K700, Z1010 **Motorola** T720 V220, V300, V500, V525, V600, C380, C650 **Sharp** GX10, GX20, GX 30 **Panasonic** X60 **Samsung** E700, LG 5300i, 5400, 7100, **Sagem** My-V55 My-V65, My-V75, My-X52. My-X7 **Siemens** C55, M50, SL55, M55, MC60 S55, C60. All catalogue games are not available for all phones. UK only. Each SMS message costs £1 (you will need 3 SMS to download this game). You will also incur your normal SMS and WAP charges, You MUST have sufficient credit to receive your order. You MUST be 16 or over to use this service.

Win PS2 games!

Win 1 of 50 top Ubisoft PS2 games. Visit t-zones on your mobile and click on t-games for details.

T··Mobile···

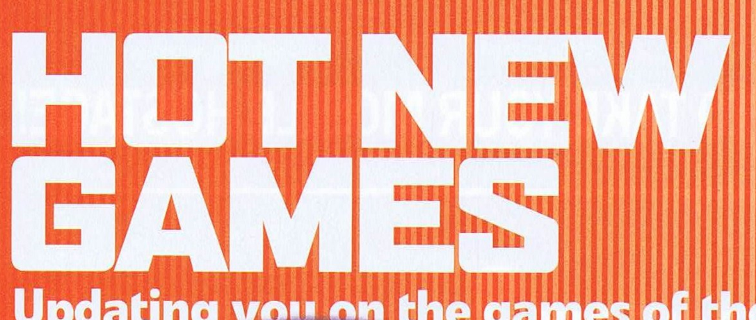
Competition valid from 01.09.2004 to 27.09.2004. No purchase necessary E-mail your mobile number to prizedraw@t-mobile.co.uk. Games cost either £3.00 or £5.00. Visit www.t-mobile.co.uk/t-zones for full terms and conditions.



gameloft

www.gameloft.com

For support, please visit www.gameloft.com



HOT NEW GAMES

Updating you on the games of the future.







△ **Battles are handled well – there's enough detailed on-screen info without your senses being overwhelmed.**

MEGA MAN X COMMAND MISSION

He's starred in more games than Mario, and he just can't stop…



The sharp cel-shaded visuals of Capcom's new adventure will have you reaching for a joypad. You'll want to go exploring Giga City Island. It looks such a beautiful, if slightly intimidating future-place to spend some quality time, even if it is the hideout of the deadly Liberion Army.

Yes, it's gorgeous. But the thing that really grabs you by the cherries about this, the inaugural *Mega Man* RPG, is the inventive approach to combat producer Tetsuya Kitabayashi and his team are taking. After running around the island's tunnels and – oof – running into trouble, a turn-based battle kicks in. No surprise there then, but to crack off one of your team's special moves (you start off with Mega Man, but you'll get to meet up with the likes of Zero, Axl, Cinnamon and Marino on your journey), you'll need to do more than just highlight a command in a menu. For instance, one move involves you holding down buttons to charge up a blast. Fair enough. Another has you following on-screen *Street Fighter*-style combos within a time limit. Mmm, okay. Yet another forces you to hammer different buttons to move across a Blockbusters Gold Run-style grid and reach your chosen special move on the other side – all against a tight time limit. Very tense. We've explored little past the opening few battles (on account of our demo ending abruptly at this point), but it's already shaping up to be one of the best Mega Man games we've seen in years. Expect it to roll into town on 19th November.



△ We've been entertained by the brilliant Japanese dialogue – we wish Capcom would keep it in, rather than resort to whiny American stuff.







ADVANCE GUARDIAN HEROES



Treasure games are always something to look forward to (we were even optimistic about *Dragon Drive*, but that turned out to be absolute mup). And when it's a classic Treasure title brought bang up to date on GBA, well, let's just say we're holding Geraint's breath in anticipation.

Advance Guardian Heroes – out in September in Japan and the US – follows on directly from where the Saturn original left off (an unusual step for Treasure). A side-scrolling wallop-'em-up where you take on a stream of enemies with a combination of physical and magical attacks, it offer numerous enhancements over the original. Fill up your hyper gauge and press A and B together, for instance, and you launch your character into hyper mode. Expect the usual array of modes, including a two-player co-op and, hopefully, *hopefully* a little bit of Treasure magic...









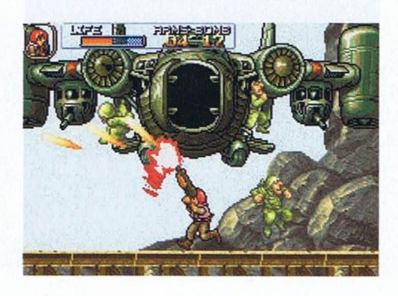
METAL SLUG ADVANCE



Another gaming classic's coming to GBA in October, courtesy of a deal struck between Ignition Entertainment and SNK. *Metal Slug's* a scrolling shooter which'll be familiar to hardcore home gamers and arcade-goers alike. Its hallmarks of exaggerated weaponry, vehicles and relentless pace made it a firm favourite, and this all-new version's set to rock your trousers. The game packs five missions, each with hidden routes and rooms, with you having to rescue hostages along the way.

There's an additional element to the GBA game – card collecting. You can uncover up to 100 cards during your battles, which are then saved to cart. Some of these give you extra abilities that can be toggled on or off while you're playing. Neat stuff.





STAR WARS TRILOGY APPRENTICE OF THE FORCE

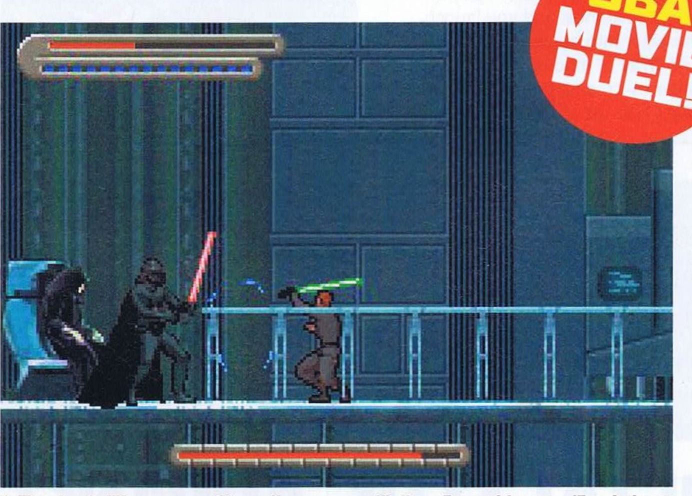
The tie-in you were looking for.





Someone had to do it. To coincide with the inevitable wave of nostalgia in September when the Star Wars Trilogy is finally released on DVD, there'll be a new Star Wars game. Ubi Soft's *Apprentice of the Force* is a GBA 'adventure' that sees you taking Luke Skywalker through classic scenes from the movies as he becomes a Jedi Knight (the duel with Darth, the speeder bike chase, the rancor monster…). There'll be single-player co-op missions (Princess bun-ears and Luke join up at one point) and multiplayer modes, the chance to fly ships and drive vehicles, and, naturally, plenty of hot 'saber action.





△ The classic "Now, young Skywalker… you will die… Faaaathherrr… 'Ere, help us get this flippin' mask off, m'son…" classic scene from the not-so-classic *RotJ*.





△ We love the idea of being able to play on the side of Sauron and chop some dirty hobbits. Bad boys have all the fun, after all. Especially bad Game Boys. Yes.

THE LORD OF THE RINGS THE THIRD AGE

Orc like a man. Blub like a girl.

While we've been allowed to see little more of the GC *Third Age* than the Mines of Moria fight sequence with the drumming cave trolls, EA are being a little more generous where the GBA game's concerned. Look: horses! Uruk-hai! Theoden!

Whereas the Gamecube version sees you following the plot of Tolkien's trilogy, the GBA game's focusing on the epic battle scenes instead. It's a tactical RPG a bit like the recently released *Fire Emblem* (see p.62). You choose your commander, along with their familiar companions, then launch your troops into battle… wait your turn… then do it all again. Okay, that's a little simplistic, but you get our drift.

Handily, like its big brother, you can choose to play on the side of good or evil. Just imagine it – a pocketful of inch-high orcs ready to carry out your foulest wish. Excellent. It's out in November…



VIEWTIFUL JOE 2

New special effects, same special fun.



△ Kick their stupid heads in! Or their knees!



We recently got to spend some quality time with Capcom's Geraint-pleaser (due out next spring – *next spring*! Sheesh…). Our Welsh expert's verdict: more of the same, but that ain't no bad thing. The puzzles are still as ambiguous as ever, with a process of trial and error needed to crack them (stumbling over the solution was a frequent event). It looks sharper than ever, and the new features bring a touch of freshness (it's a balancing act with the power of Replay, though – yes, you can dish out three times the damage, but if you take a hit during that time, you *receive* three times the damage). Our big concern? How they're going to get the two-player co-op mode to actually work. Do you know, we wouldn't be surprised if Capcom had to remove it altogether…





△ That's no time to go looking out of the screen, mate – watch out for that filthy great axe...



△ It's a very different-looking game to *TY* and not the sort of thing we'd expect Konami to publish. Intriguing...

KING ARTHUR

What have the Romans done for us? Inspired a legend, apparently...



As we hastily try to get this issue of **NGC** piped to the printers, we haven't had time to go and see the Clive Owen/Keira Knightley film (although Paul did try sneaking off to the cinema, for which he has tasted Hawkins justice). Still, we've managed to secure some crisp new shots of the game, developed by Krome Studios (also responsible for, er... *TY the Tasmanian Tiger*), published by Konami and due for release this winter.

It looks as though you'll get pretty much what you expect here: likenesses of the cast (including Ray Winstone, our favourite hard nut), cut-scenes that probably, y'know, *blur the boundaries between movie and game*, 3D environments straight outta the film, a story that 'mirrors' the movie's... yep, it ticks all the blockbuster license boxes. There's a choice of five playable characters (all upgradable with unlockable special moves), a two-player co-op mode and the chance to take on the enemy on horseback. Ultimately, it's a fight to the death. Thank goodness there's a reset button, eh?



△ Geraint's daily diet of *Soul Calibur 2* will come in handy...





△ Clive Owen aka The Charmer aka The King of Cool.



NHL 2005

If you routinely buy this sort of stuff, you'll be pleased to know that EA's NHL update is due out in September and features a new Open Ice Control (where you can execute offensive plays, switch between players with or without the puck and more at the press of button), a new skating engine which enhances gliding and accelerating, plus a deeper Dynasty mode. All on one little disc. How'd they fit it all in?..

MADDEN 2005

Roly-poly John Madden's having a party – and you're invited! If you, er... buy his game. *Madden NFL Football* is 15 years old this year, and to celebrate, the biggest sports game in the States will be enhanced by the 'Hit Stick' this time round. Essentially this gives the defensive side more options to turn the game to their advantage if they make a decisive tackle. We also expect some kind of 'Madden through the years' tribute...



NBA 2005

While not boasting quite so many marketing-friendly new features as the other titles in EA's GC line-up, the new version of *NBA* offers subtle improvements in the motion-captured animation of the players, increased resolution on their faces and a tweaked Freestyle Control feature. The fantastic Dynasty mode's back again – let's hope it's as good as in *NBA 2004*. But will it have any more soul than last year's sublime but fridge-like incarnation?



△ Bring on Blackburn and Bolton – then Kittsy and Mim will kick off.

FIFA 2005

Look! The GBA version in all its low-res glory. While the Gamecube version can spend time throwing its superlative motion capture and player likenesses at your eyes, the handheld version's going to have to rely on tight, responsive play and a much improved sense of challenge – last year's model was weakened by its use-this-move-to-score-every-time washout. We're sure it'll prove to be GBA's best footy game by yards...

MOST WANTED

UK GAMES AWARDS 2004

The shortlists are ready and the final round of voting is primed to begin. Tell us who your winners are and you could win an amazing prize!



Has it really come around so quickly? After what seems like months (probably because it has been) we're into the home straight of voting on the Most Wanted Awards 2004. The people running the show have put in countless hours overtime logging your nominations to produce the shortlist of games you see opposite. Gamecube games appear in almost every category (there's even a rogue Game Boy Advance title that's sneaked into the GC shortlist, but that's the power of Pokémon…). And if you do feel the urge to vote in the Most Wanted PC Game category, er, do feel free…

These are the most important awards in the videogame calendar, as they look to the future and the exciting new games just around the corner, rather than those we finished playing about a year ago.

As a bonus, every vote you make enters you into the draw for a fantastic prize – with a widescreen TV, surround sound speakers, new Gamecube and every winning game from each Most Wanted category being top of the list.

It's up to you now…



△ Capcom's *Viewtiful Joe 2* has made the shortlist – as has *Resident Evil 4*…

△ *Four Swords Adventures* – can the Legend grab Nintendo an award?

THE MOST WANTED PRIZE

Is this the best prize ever assembled? Reckon so. We only have eyes for Nintendo as you know, but we always did have a thing about owning every home console in existence and then some… The lucky, lucky winner of the MOST WANTED PRIZE will receive the following:

- A widescreen TV
- Surround sound speakers
- Gamecube
- PC
- PlayStation 2
- Xbox
- The winning game title from each **MOST WANTED** category.

AND THE NOMINEES FOR MOST WANTED UK GAMES 2004 ARE...

(Fumble, fumble) Hang on, if we can just get this envelope open...

MOST WANTED GAMECUBE GAME

GAME TITLE	PUBLISHER	VOTING CODE
Donkey Konga	Nintendo	GC1
Metroid Prime 2: Echoes	Nintendo	GC2
Paper Mario 2	Nintendo	GC3
Pokémon: Fire Red/Leaf Green	Nintendo	GC4
Resident Evil 4	Capcom	GC5
Second Sight	Codemasters	GC6
Star Fox	Nintendo	GC7
The Legend Of Zelda: Four Swords Adventures	Nintendo	GC8
TimeSplitters: Future Perfect	EA	GC9
Viewtiful Joe 2	Capcom	GC10

MOST WANTED PC GAME

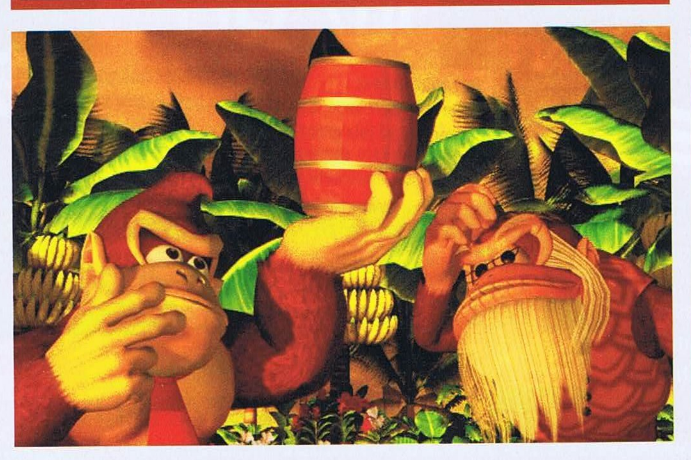
GAME TITLE	PUBLISHER	VOTING CODE
Doom 3	Activision	PC1
Ghost Recon 2	Ubisoft	PC2
Half-Life 2	Vivendi	PC3
Richard Burns Rally	SCi	PC4
Rome: Total War	Activision	PC5
STALKER	THQ	PC6
Star Wars: KOTOR2	Activision	PC7
LOTR: The Battle For Middle-Earth	EA	PC8
Warhamer 40,000: Dawn Of War	THQ	PC9
World Of Warcraft	Vivendi	PC10

MOST WANTED XBOX GAME

GAME TITLE	PUBLISHER	VOTING CODE
Brothers In Arms	Ubisoft	XB1
Call Of Duty	Activision	XB2
Doom 3	Activision	XB3
Fable	Microsoft	XB4
Forza Motorsport	Microsoft	XB5
Halo 2	Microsoft	XB6
Jade Empire	Microsoft	XB7
Pro Evolution Soccer 4	Konami	XB8
Tom Clancy's Splinter Cell 3	Ubisoft	XB9
WWE WrestleMania XXI	THQ	XB10

MOST WANTED PLAYSTATION 2 GAME

GAME TITLE	PUBLISHER	VOTING CODE
Devil May Cry 3	Capcom	PS1
Gran Turismo 4	Sony	PS2
Grand Theft Auto: San Andreas	Rockstar	PS3
Killzone	Sony	PS4
Metal Gear Solid 3: Snake Eater	Konami	PS5
Prince Of Persia 2	Ubisoft	PS6
Pro Evolution Soccer 4	Konami	PS7
The Getaway: Black Monday	Sony	PS8
TimeSplitters: Future Perfect	EA	PS9
WWE Smackdown! Vs. Raw	THQ	PS10



MOST WANTED DRIVING GAME

GAME TITLE	PUBLISHER	PLATFORM	VOTING CODE
Forza Motorsport	Microsoft	Xbox	DG1
Gran Turismo 4	Sony	PS2	DG2
Need For Speed Underground 2	EA	GC, PC, PS2, Xbox	DG3
OutRun2	SEGA	Xbox	DG4
Richard Burns Rally	SCi	PC	DG5

MOST WANTED ACTION/ADVENTURE GAME

GAME TITLE	PUBLISHER	PLATFORM	VOTING CODE
Grand Theft Auto: San Andreas	Rockstar	PS2	AA1
Metal Gear Solid 3: Snake Eater	Konami	PS2	AA2
Prince Of Persia 2	Ubisoft	PS2	AA3
Resident Evil 4	Capcom	GC	AA4
Zelda: Four Swords	Nintendo	GC	AA5

MOST WANTED FPS GAME

GAME TITLE	PUBLISHER	PLATFORM	VOTING CODE
Doom 3	Activision	PC	FP1
GoldenEye: Rogue Agent	EA	PS2/GC/Xbox	FP2
Half-Life 2	Vivendi	PC	FP3
Halo 2	Microsoft	Xbox	FP4
Killzone	Sony	PS2	FP5

MOST WANTED SPORTS GAME

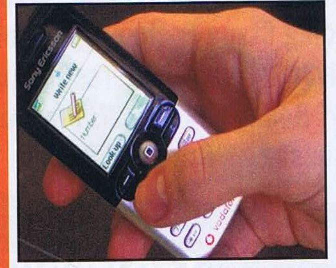
GAME TITLE	PUBLISHER	PLATFORM	VOTING CODE
Championship Manager 5	Eidos	PC	SG1
Football Manager 2005	SEGA	PC	SG2
Pro Evolution Soccer 4	Konami	PC/PS2/Xbox	SG3
WWE SmackDown! Vs. Raw	THQ	PS2	SG4
WWE WrestleMania XXI	THQ	Xbox	SG5

MOST WANTED STRATEGY & RPG GAME

GAME TITLE	PUBLISHER	PLATFORM	VOTING CODE
The Lord Of The Rings	EA	PC	SRP1
Roller Coaster Tycoon 3	Atari	PC	SRP2
Rome: Total War	Activision	PC	SRP3
The Sims 2	EA	PC	SRP4
Warhammer: Dawn Of War	THQ	PC	SRP5

HOW TO VOTE FOR YOUR MOST WANTED UK GAMES 2004

Got a portable telephone receiver or a personal computation machine equipped with a connection to the World Wide Web? Then you, dear reader, can do this...



SMS:

1. Txt MOSTWANTED followed by a space.
2. Then the VOTING CODE (eg DG1).
3. To be entered into the competition to win the MOSTWANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...
4. Send your txt to 83130 (message costs 25p inc VAT plus your normal text cost).

ONLINE:

1. You can also vote by logging on to the gamesradar.com website. All you need to do is click on the MOST WANTED logo, and follow the instructions. To be entered into the competition to win the MOST WANTED PRIZE you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...



SEE IT FIRST /// PLAY IT FIRST /// BUY IT FIRST!

"Last level... complete"

Jason Malokas, 22, Drummer

Game Stars LIVE

itv

PLAY and BUY Fantastic Games Including:

Halo 2 /// Pro Evolution Soccer 4 /// Splinter Cell 3 /// Ghost Recon 2
Prince of Persia 2 /// Dancing Stage Fusion /// Karaoke Stage /// Rollercoaster Tycoon 3
Sid Meier's Pirates! /// Driv3r /// Duel Masters: Sempai Legends
DragonBall Z: Budokai 3 /// Rocky Legends /// Playboy
Final Fantasy XI /// Everquest 2 /// Crash 'n' Burn
(Some titles will only be available to play - not buy)

THE BIGGEST GAMING EVENT THE UK HAS SEEN EVER!

TICKET OFFER! 10% OFF

Buy your tickets BEFORE 31st August 2004 and you can save 10% off every ticket you purchase. Call the ticket hotline now and quote OFFER13 to take advantage of this great discount.
(Full ticket price £10, discounted rate £9)
(Not to be used in conjunction with any other offer)

///

There'll be something for everyone of any age or ability....
With the Game Stars Live central stage hosting music acts and celeb appearances, challenge areas set out to find the best players of the best games. the UK's largest ever online gaming tournament, a host of unique sporting challenges, plus a huge on-site GAME store, bars, and interactive feature area guarenteeing an action packed day.

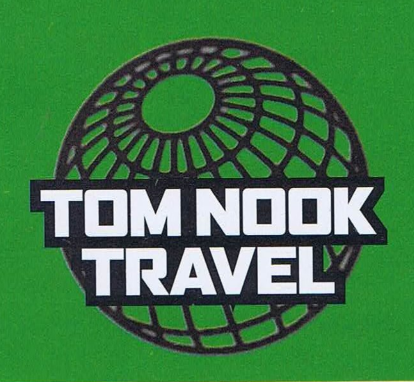
1-5 SEPTEMBER 2004
/// LONDON /// ExCeL
BOOK TICKETS NOW /// 0870 272 0012
WWW.GAMESTARSLIVE.CO.UK



GAME
www.game.net









VISIT NGCVILLE!

THE TOWN WHERE THERE'S ALWAYS SOMETHING TO DO!





BOOK NOW!

Call 666-RACCOON today! Four spacious holiday homes available to let from 24th September.

Attractive credit terms available from Tom Nook on request.

After just 15 minutes by train, you will find yourself in the b(l)eating heart of animal country!

Leave the stresses of real-life behind and unwind in the company of animals that talk to you in words! Actual words!

Run errands, repay debts, decorate your house – you will never be bored, *ever*!

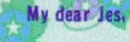
Take a few minutes to explore our guide to a world that you never knew was on your doorstep!



WELCOME TO OUR WORLD!

What is Animal Crossing and how do I play it?





WHAT IS ANIMAL CROSSING?

Animal Crossing is unique. It's a completely new type of game, although it bears similarities to many other things. Is it an RPG? Sort of. Is it an adventure? Perhaps. Is it a first-person shooter? Absolutely, definitely not. What is it, then? Well, it's hard to say… The bottom line is that *Animal Crossing* is all about making a life for yourself.

At the start of the game you'll leave home, meet a friendly stranger on a train who'll put a good word in for you with a chap who can get you a house, and from there on in it's all about paying off your debts, getting on with your bizarre beastly neighbours and making the already-serene town of Animal Crossing (or whatever you decide to call it) a better place to live. We know, we know… you're thinking that it sounds about as dull as ditchwater, right? Wrong. If you're lucky enough to have other people to play along with you, *Animal Crossing* is just about one of Nintendo's best ever games. And that, dear reader, is cold, hard fact.

HOW DOES IT WORK?

There are no 'levels' as such in *Animal Crossing*, no bosses, and certainly no platforming sections. What you've got is an entire town to play in – the game starts with you running errands for local shop owner Tom Nook, who gets you a house (which you then have to work like a dog to pay for), and introducing yourself to the inhabitants of the town. From there on it's all about the day-to-day business of living your life and interacting with your neighbours.

This might mean doing jobs for your friends, decorating your house, doing something for the special events that regularly crop up or finding objects for the local museum.

The joy in *Animal Crossing* comes from the freedom to do what you want, the wonderfully-delivered sense of belonging to a community and wanting to improve that community, and some truly excellent writing. This is one of Nintendo's funniest, cleverest and most surprising games.







LATE IN THE DAY

Make sure your Gamecube clock is set correctly, as time passes in *Animal Crossing* as it does in real life, with day turning to night and even the seasons passing. Note also that although residents in *Animal Crossing* may rise at different times, they all go to bed at night.

entry 6 July 05, 2004
It's not fair! Everyone else got to see the fireworks, but NO, not me! I had to WORK! Why? It's not like anyone came in anyway! The place was deserted!

GAMES

If you play *Animal Crossing* on the memory card enclosed in the game, you'll get two random NES games to download and play on your GBA. There are more hidden throughout the game, but they're not easy to get.

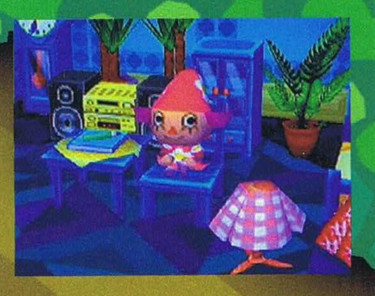


CAN FRIENDS PLAY?

Porter
Are you planning on going on a trip, Jes?

When you play the game for the first time the town is randomly created, both in terms of geography and inhabitants, meaning that *Animal Crossing* is unique for every player. A big part of what makes the game so much fun is being able to visit friends' towns – simply bung a memory card with their game on it in the second slot and you can take a little trip there from the train station. While you can't both play the game simultaneously, it's a lot of fun simply leaving messages and gifts for your friends and possibly stealing things and cutting down their trees, depending on how nasty you feel like being. Things like the items sold in Tom Nook's shop and the fruit on trees differs from town to town, so visiting a friend offers more than simply the novelty of being able to interact with their town. There's even an ingenious password system that allows you to send and receive gifts over the telephone. Brilliant.





EVENTS

You've got a diary where you can write down important things you have to remember, but handily it also tells you about forthcoming special events in the town, such as Fireworks Day or the Harvest Moon festival. Be sure to play the game on these days as special things have a habit of happening then.

LIFE AND HOW TO LIVE IT

Because sometimes a man's got to make his own way and live his own life.



Dear mum and dad,

Well, I've got to the big city (if by big city you mean, er, small town) and found myself a house! Unfortunately it's not furnished at all and I've got to work myself to the bone to pay off the mortgage. Still, nobody said it was easy, right?

NGCville is gorgeous. A lovely place. I'm a little worried by the fact that all my neighbours appear to be enormous talking animals but other than that they seem to be civil and friendly.

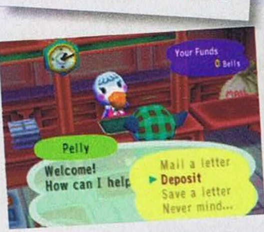
I have no idea how they clothe themselves, not having thumbs, but it's probably rude to ask. Although there's a monkey that works at the train station. Perhaps he does it for them.

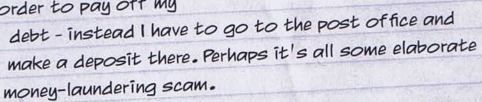




Dear mum and dad,

I've had to plant some trees and flowers for Tom Nook, the evil raccoon who runs the local store and who lent me the money to buy my house. He's also had me delivering items to the other people in the town and insists I pay my way in 'bells'. I don't know why I can't just sell him stuff in order to pay off my debt - instead I have to go to the post office and make a deposit there. Perhaps it's all some elaborate money-laundering scam.





Dear mum and dad,

There's no end to the fun in NGCville! I found out today that if I connect a Game Boy Advance to my Gamecube a mythical-Japanese-demon-turned-boat-owner will ferry me to an undiscovered island. It's always summer there and I've declared it my own by designing my own flag and hoisting it high to discourage visitors.

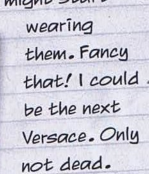
And then it turns out that when I return to NGCville, if I leave the GBA on, I can remotely view my island and see what's going on there! I feel like God. Or, at the very least, J. Edgar Hoover. Not that I like silk knickers, you understand. Well, not much.





Dear mum and dad,

There's so much to do in NGCville! I'm only too happy to help my neighbours and run errands for them, but already today I have shaken trees for fruit, which I've then sold at a tidy profit, speculated on the price of turnips (if I'm clever I can make a whole load of money from that!), sent rude letters to my neighbours via the post office, dug a few holes and designed patterns for my clothes at the Able sisters' tailor's shop. If my fashions are fancy enough, I'm told, other people in the town might start wearing them. Fancy that! I could be the next Versace. Only not dead.





Dear mum and dad,

This is disastrous. It turns out that if I don't keep NGCville in good repair and keep my neighbours happy, they'll move away! Am I expected to do absolutely everything in this town? Nobody else lifts a finger round here and, frankly, it's beginning to grate.

Also, my neighbours are beginning to scare me. I woke up the other night to find a bunch of them peering in through my bedroom window, moonlight glinting off their bared teeth and black eyes. I swear I saw Tom Nook licking his lips. Perhaps it's time I came home.



WELCOME TO NGCVILLE!

Your guide to the most desirable real estate this side of Shangri-La.

Animal Crossing **is unique for every player. The town layout is randomly generated, there are plenty of different inhabitants that you might get, and even things like the fruit that grows on trees is a factor. Naturally, though, some things remain constant, such as the police station, the museum, the tailor's and so on, it's just where they are that'll change. But why not settle back and take a look at the one, the only… NGCville!**







TRAIN STATION

This is where you arrive when you first come to NGCville (or whatever you call your town – don't name it as anything embarrassing if you're going to have friends visit). It's manned by a monkey in a bellhop suit, frighteningly reminiscent of the flying monkeys from The Wizard Of Oz, only, er, he hasn't got any wings. If you want to visit friends' towns, pop their memory card in the slot and go via the station. On Saturdays the guitar-playing dog will be here.

NOOK'S SHOP

The glowering centre of evil at the heart of *Animal Crossing*. Although you quite possibly owe Tom Nook your life as well as money – he buys you your house – he also engages your services as a slave – sorry, *employee* – for a short time. Pleasingly, this doesn't last long and you've only got to do a few errands for him. He also sells various items, and you can flog things back to the filthy racoon, plus you can play stock market speculation with the price of turnips here too.

THE DUMP

Got anything you want to get rid of? Then this is the place to do it. There's a designated rubbish collection day should you want to dispose of unwanted items, and if you're evil, you can raid friends' houses and throw their most valuable possessions away, as Mr. Kitts did to Paul Edwards on one infamous occasion. Terrible behaviour. But very amusing nonetheless.

POST OFFICE

You'll be visiting the post office quite a lot, as it's here where you'll have to pay off filthy capitalist overlord Tom Nook. (It'll take you a while, too, as you owe him almost 19,000 bells and, for instance, a single orange is worth 100 bells). At the post office you can also post letters to other characters in the game, other players and even the museum. If Nintendo ever release the e-card reader over here you can decode e-cards at the post office. In the US and Japan, these contain letters, presents and sometimes even NES games.



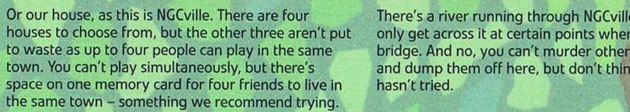


MUSEUM

When we first moved into NGCville the museum was a sad little place. The owlish curator hadn't got any exhibits at all, so, in a turn of events that will become familiar, it's up to you to fill it up.

SLOPE

This leads down to the lower part of NGCville – the only way to reach the lower quadrants as a sheer cliff-face bisects the place. So far we haven't been able to do any climbing or rappelling.



YOUR HOUSE!

Or our house, as this is NGCville. There are four houses to choose from, but the other three aren't put to waste as up to four people can play in the same town. You can't play simultaneously, but there's space on one memory card for four friends to live in the same town – something we recommend trying.

BRIDGE

There's a river running through NGCville and you can only get across it at certain points where there's a bridge. And no, you can't murder other inhabitants and dump them off here, but don't think Martin hasn't tried.



POLICE STATION

We've not seen any crime in NGCville yet and the clueless nature of the police means you're allowed to take your pick of the lost property, even if it's not yours. Shocking. The police, however, are instrumental in certain events, such as leading the aerobics classes. We kid you not.

RIVER

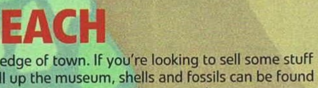
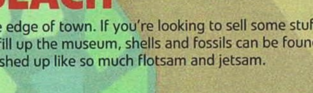
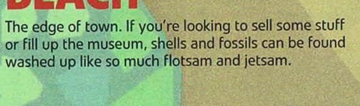
If you want to fill up the museum or sell fish to Tom Nook, this is the place to do it. Once you've got the fishing rod you can settle down to a day of Huckleberry Finn-esque angling, a very chilled way to spend your time, we must say.

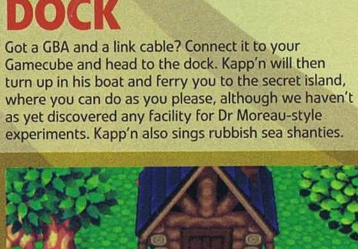




BEACH

The edge of town. If you're looking to sell some stuff or fill up the museum, shells and fossils can be found washed up like so much flotsam and jetsam.



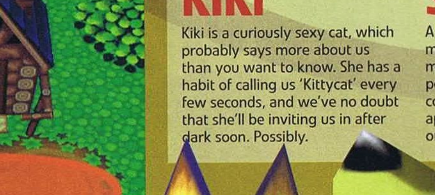

DOCK

Got a GBA and a link cable? Connect it to your Gamecube and head to the dock. Kapp'n will then turn up in his boat and ferry you to the secret island, where you can do as you please, although we haven't as yet discovered any facility for Dr Moreau-style experiments. Kapp'n also sings rubbish sea shanties.





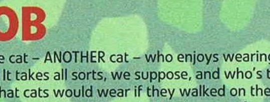




BOB

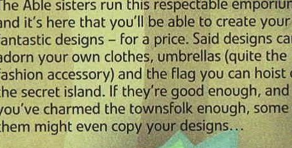
A male cat – ANOTHER cat – who enjoys wearing a dress. It takes all sorts, we suppose, and who's to say what cats would wear if they walked on their hind legs and talked? Proud of his "carpet of champions" and, worryingly, his "special dance".





FRIGA

A brazen penguin unembarrassed by her love of showing personal letters off to all and sundry. Be careful what you write when you send her a missive. Also obsesses over what to eat to the point of not being able to decide what to have for dinner.



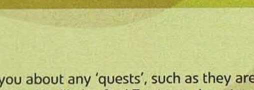
WISHING WELL

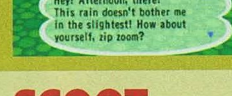
The wishing well is the oracle of NGCville. It can tell you about any 'quests', such as they are, that you can undertake, and it's generally a repository of information. You'll also find Tortimer, the wizened old mayor, bumbling around down here. We recommend that you get on his good side.



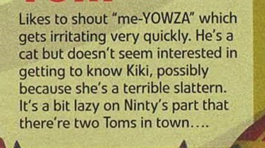
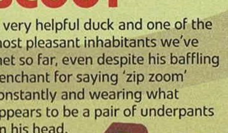
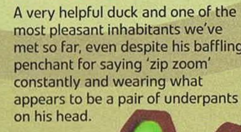
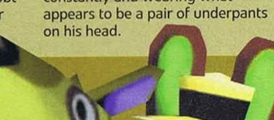








KIKI

Kiki is a curiously sexy cat, which probably says more about us than you want to know. She has a habit of calling us 'Kittycat' every few seconds, and we've no doubt that she'll be inviting us in after dark soon. Possibly.

SCOOT

A very helpful duck and one of the most pleasant inhabitants we've met so far, even despite his baffling penchant for saying 'zip zoom' constantly and wearing what appears to be a pair of underpants on his head.

TOM

Likes to shout "me-YOWZA" which gets irritating very quickly. He's a cat but doesn't seem interested in getting to know Kiki, possibly because she's a terrible slattern. It's a bit lazy on Ninty's part that there're two Toms in town…













































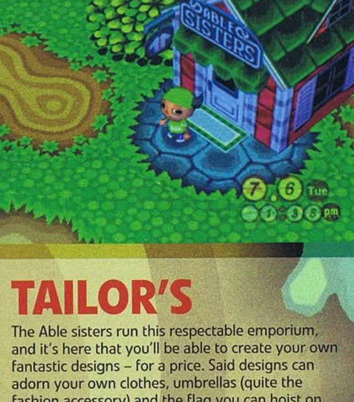


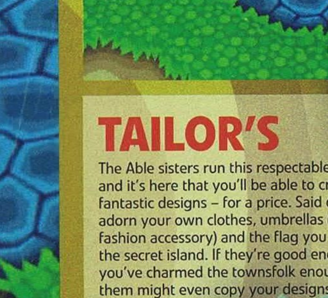
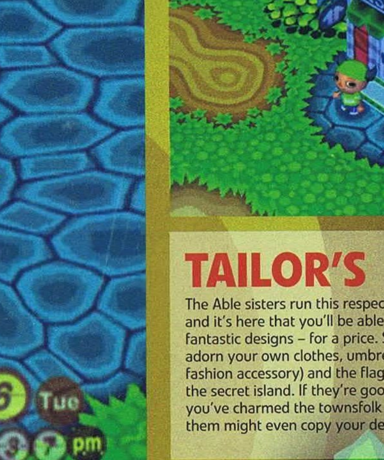








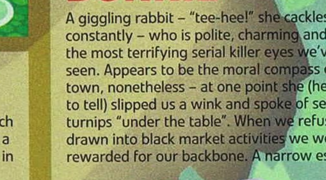
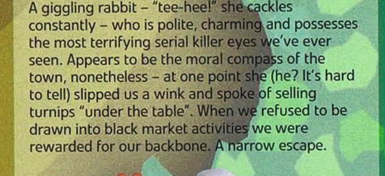
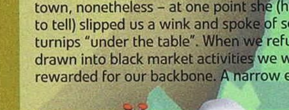



TAILOR'S

The Able sisters run this respectable emporium, and it's here that you'll be able to create your own fantastic designs – for a price. Said designs can adorn your own clothes, umbrellas (quite the fashion accessory) and the flag you can hoist on the secret island. If they're good enough, and you've charmed the townsfolk enough, some of them might even copy your designs…



BUNNIE

A giggling rabbit – "tee-hee!" she cackles constantly – who is polite, charming and possesses the most terrifying serial killer eyes we've ever seen. Appears to be the moral compass of the town, nonetheless – at one point she (he? It's hard to tell) slipped us a wink and spoke of selling turnips "under the table". When we refused to be drawn into black market activities we were rewarded for our backbone. A narrow escape.






LOOK AFTER YOUR TOWN!

And it'll look after you. And if you don't, a post-apocalyptic wasteland awaits you.

It's your responsibility to keep Animal Crossing – or NGCville, or whatever you call your town – in good condition. A pleasant, happy, well-kept town attracts people (or, er, animals), building the population and keeping residents chipper. Shirk your duties and it'll fall apart, driving neighbours away and ruffling feathers. You may recall Martin reviewed the US version of *Animal Crossing* way back in issue 74 – here's what happened when we revisited the town from that review 18 months later…



FUMIGATION

It's like a Thai prison in here. Venturing back to Kittsy's house after a year-and-a-half away, a cold, dank hovel that's infested with cockroaches awaited us. Thankfully any nearby vagrants hadn't been able to jimmy the lock and wallow in their own filth, but it'll still take more than Mr Muscle to clean the pigsty up.

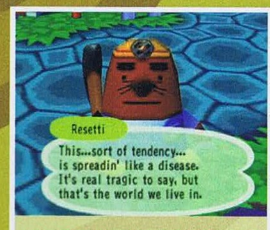


NATURE'S REVENGE

It's a bit unfair of the town authorities to rely on you to keep the *entire town* spick and span, but nonetheless Animal Crossing has been overwhelmed with weeds. There's no sign of Triffids or wild animals but it's going to take some serious gardening to sort the mess out.

STRANGER IN A STRANGE LAND

Your neighbours – if they haven't moved away due to their town falling into rotting, decaying disarray – won't be happy to see you turn up, smiling and happy and acting as if nothing had happened. You've been playing with their *lives*, man! One day soon the AI in the game will become self-aware and then we'll all be in the dwang.



DON'T TOUCH THAT BUTTON

If you reset the game – or simply switch off your GC without saving – a cheesed-off mole pops up to tell you, in no uncertain terms, not to do it again. He gets more furious the more you do it, and even, at one point, appeared to wipe our saved game. The cheeky prankster. Anyway, remember kids – JUST SAY NO. To the reset button.

KEEP YOUR ENEMIES CLOSE

Seems that some of our 'friends' have had a sneaky visit or two while we've been away, hence the Oirish flag of the dear, departed Dan Geary flying over Death Island. If he hadn't moved to London Kittsy would have a choice word or two to say to him.



WHAT'S NEXT?

Animal Crossing, after a wait of literally years, is finally on its way to the UK. It'll be out in September and we'll be doing a whole lot of stuff on it next issue – and WE want YOU to be involved. Let us know the names of your characters and towns and you'll be able to exchange items, letters and gifts with us, the **NGC** team, who'll all have our own towns to play in. Let us know all about your *Animal Crossing* exploits by writing to, or emailing, us at the usual address.



TEMPORAL DISTURBANCE

Don't mess around with your Gamecube's internal clock. Set it forward or back and you'll seriously knock things out of whack. And Tom Nook is terrified enough of simple things like not saving your game so that everything you've done in that particular day *didn't really happen*. If you've neglected things, live with the consequences.

NINTENDOLYMPICS

We are the world. We are the children. And we'd rather chew out our own eyeballs than watch a Nintendo-free Olympic Games.



ejoice, diving fans! Dance around in your jodhpurs, dressage nuts, for the Olympic games are nearly upon us. Four weeks of sporting excellence, once inspired by ancient athletes, now encompassing some of the most irrelevant, mind-numbing pastimes known to man.

With videogames again having been overlooked by the IOC in favour of such equally non-Olympian nonsense as trampoline and rhythmic gymnastics, we think it's time somebody redressed the situation. By the IOC's own criteria, any prospective Olympic 'sport' must be widely practised by men in at least 75 countries and on four continents, and by women in at least 40 countries and on three continents. Gamecube scores on all counts. So we held our own mini-Olympics. We had the crowds, thanks to the cramped confines of our gaming area. We had the Athens-style atmosphere of car fumes and toxic BO. And to make things fair to the crappy sports we propose to replace, we didn't include any decent games. Making a case for shoving aside ballroom dancing to make way for Olympic *Ikaruga* would be far too easy. Olympic *Pokémon Channel*, though…

PIKACHU'S ENDURANCE CHALLENGE

Simply tolerate *Pokémon Channel* for as long as possible. Points are awarded for artistic merit when colouring stills from the built-in Pichu Bros cartoon, and for making Pikachu find anything that isn't a Pokémon Mini underneath the bed. Points are deducted for complaining about the game's crapness, even if it's just via the look on your face. We're still working on the scoring system.



Mim: Look, I found a Nice Card.
(Proceeds to watch Pokémon TV for 30 minutes)
Mim: I got a Charmander Doll. This is quite good.
(Paints a cartoon picture in primary colours.)
Mim: Why isn't anybody else playing?

RESULT: Mim wins by default.
ENTERTAINMENT VALUE: Rock bottom.
OLYMPIC POTENTIAL: Excellent.

SYNCHRONISED UFC THROWDOWN

This sport requires impeccable timing and excellent communication among team members. Having failed to meet the international A-standard of being able to set both the Wavebird controller and receiver to the same channel, Paul fails to qualify. Geraint and Kittsy fight a balletic battle on one console, while Marcus and Mim attempt to copy their moves on another.





Geraint: Full back mount! Squeal, piggy!
Kittsy: Yeuch! Get off, you pervert.
Mim: Which button was that?
Marcus: Aww, we've lost synchronisation.
Kittsy: So what? I think my bloke might be pregnant.

RESULT: All players disqualified.
ENTERTAINMENT VALUE: Modest.

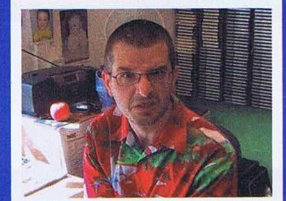
THE ATHLETES



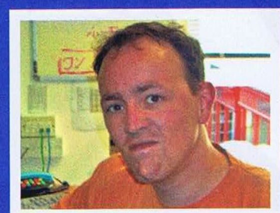
GERAINT 'GERAINT' EVANS
Speciality: **Stealth**
Blood type: **Welsh**
Quote: **"Wooooo! Aaa-woooo-ooo-oooo!"**



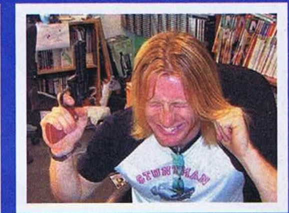
MIRIAM 'MIM' MCDONALD
Speciality: **Tea**
Blood type: **Blue**
Quote: **"Coffee, Geraint?"**



MARCUS 'THE HAWK' HAWKINS
Speciality: **Parenting**
Blood type: **X**
Quote: **"No telly for you tonight!"**



MARTIN 'KITTSY' KITTS
Speciality: **Meat**
Blood type: **Metal**
Quote: **"Stuff this, I'm going home"**



PAUL 'SHEDWARDS' EDWARDS
Speciality: **Dude**
Blood type: **Sweet**
Quote: **"Whoah!"**

MICKEY'S MAGICAL MIRRORTHON

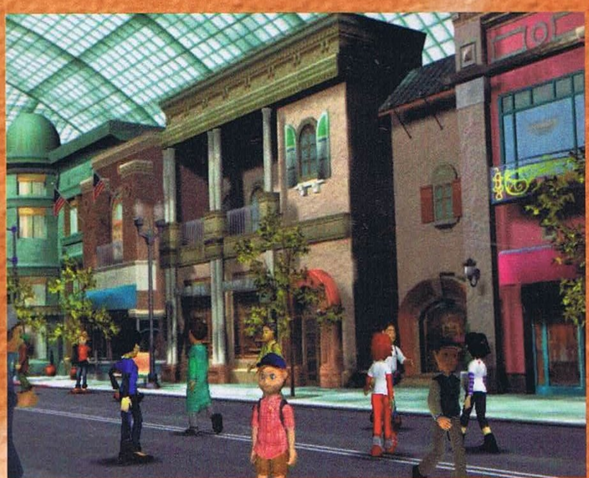
In this prestigious event we'll be using *Magical Mirror's* 'Kid's Mode', in which the game can effectively play itself. The athlete who completes it in the shortest time wins. The skill is in deciding whether to pick up the controller and help Mickey out, or trust the game to know how best to complete itself.





Paul: Over there, Mickey. Over there.
Marcus: Why not just move him yourself?
Paul: No way, dude. He has to learn the hard way.
Geraint: My one's stuck on the title screen.
Marcus: Press Start, you cretin.

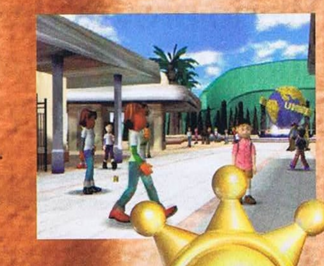
RESULT: Kid's Mode turns itself off after one hour, so there can be no winner.
ENTERTAINMENT VALUE: Grim.
OLYMPIC POTENTIAL: High.



UNIVERSAL STUDIOS POWER WALK

Kemco's unique litter-collecting simulation plays host to our next challenge. Athletes must pick up empty cans, hot dog wrappers, half-eaten burgers and the like, in order to be the first to experience the ride of their choice. Then they must pick up more festering rubbish, until they earn enough Woody Woodpecker points to experience all five thrilling rides.

Kittsy: Where's the rubbish gone?
Geraint: It's under the lid of your Gamecube.
Mim: My man has shrunk to the size of a pea!
Paul: Success! See you at Waterworld, dudes.
Marcus: No you flippin' won't.



RESULT: Gold medal for Paul – and he actually enjoyed it.
ENTERTAINMENT VALUE: Fair.
OLYMPIC POTENTIAL: Middling.

THE NINTENDOLYMPICS LOBBY FORM

LET YOUR LACK OF A VOICE BE HEARD. LOBBY FOR THE INCLUSION OF VIDEOGAMES AS AN OLYMPIC SPORT IN BEIJING 2008.

Dear Mr Rogge

After careful consideration and perusal of the scientific study presented in issue 97 of NGC magazine, I respectfully request that the following non-sport be excluded from future Olympic Games:

(tick one)
- ☐ Rhythmic gymnastics
- ☐ Trampoline
- ☐ Synchronised swimming
- ☐ Anything with horses
- ☐ Other (specify)__________

This redundant sport should be replaced by the following videogame-related activity:

(tick one)
- ☐ Pikachu's Endurance Challenge
- ☐ Synchronised UFC Throwdown
- ☐ Mickey's Magical Mirrorthon
- ☐ Universal Studios Power Walk

Following my recommendation will lead to:

(tick one)
- ☐ Higher TV audiences
- ☐ World peace
- ☐ The Second Coming
- ☐ Global thermonuclear war
- ☐ Britain winning a gold medal

SEND YOUR COMPLETED FORMS TO:
Jacques Rogge
President, International Olympic Committee
Château de Vidy, 1007 Lausanne, Switzerland

Signed
....

Address
....
....
....
....
....

OUR PROMISE

Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

NGC **THE VERDICT YOU DESERVE!**

REVIEWS

WARIO WARE INC. MEGA PARTY GAME$

Wario proves there's more to himself than wah and weening. Invite yourself to the best party game around... P44

WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!



SPLINTER CELL: PANDORA TOMORROW

Finally we get review code. The game's been out for a couple weeks now – compare your thoughts with ours... P50



CATWOMAN

Wonder at the beauty of this digitised Halle Berry. Then wonder why you parted with your hard-earned cash for this game when you'd have far more fun with a poster. P54



FIRE EMBLEM

It's war-o'clock! If you like strategy, GBA's definitely where it's at – another superb number-crunching, man-moving title comes out for your special pocket friend. P62

GBA REVIEWS...

HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.





SECOND SIGHT

We've raved about this for some time – see for yourself how good Free Radical's psychic shoot-'em-up really is. P56

OUR SCORING SYSTEM

0-24
Crushingly awful, massively dull. Rest assured, this game is crud.

25-49
A disappointing title, stashed with nasty faults and likely to be short on any quality.

50-74
Some great bits, some not-so-great bits. Decent but definitely problems.

75-89
Great fun, brilliantly programmed at times, but probably flawed.

90+
Rarely awarded, a 90+ is essential. Buy with confidence.



THE SCORE BAR

The verdict explained for you...

PROS AND CONS
Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some quick plus and minus points.

IF YOU LIKE THIS...
Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suitable suggestions here.

VISUALS AND SOUNDS
Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY
How well does the game make use of the Gamecube's startling hardware?

LIFESPAN
Will it last you a lifetime or a couple of minutes? This is where you'll find out for sure…

VERDICT
We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.

+
- Full of vitamin C.
- Crunchy.
- Hundreds of tasty varieties available.

–
- Have to be eaten to feel the benefit.
- They get wrinkly over time.

IF YOU LIKE THIS...
Peaches
Stranglersoft
NGC/45, 23%
We thought it would be a nice ditty about soft fruit, but noooooo...



3 VISUALS
Wrinkly old apples in his in-tray. Never a pretty sight.

0 SOUNDS
They don't make a sound. Not even when they're rotten.

1 MASTERY
Well, he brings them to work. Eating them would be a good idea.

9 LIFESPAN
There they lie, day in, day out, getting all shrivelled and furry.

VERDICT
Paul's Apple is a stupid idea. There's no point in food you don't eat. Why not release *Paul's Cake* instead?

NGC **12**

MEET THE NGC TEAM

Minigame madness strikes the team. Do it! Do it in three seconds!



MARCUS
SAVE! You have to gather up a troop of endangered monkeys, accompanied by the haunting music of Skinny Puppy.



PAUL
ROCK! Paul can rock immediately, any time, anywhere. Can you? And can you do it within the three-second time limit?



KITTSY
DIP! Kittsy's massive appetite for sushi is seldom remarked on. Hoover up six nigiri, with soy sauce, within time.



GERAINT
ESCAPE! Ger's brave escape over the border to England, recreated in a Game & Watch-stylee. Press A to leap the razor wire fence.



MIM
DISTRACT! You haven't handed your work in to Mim. Wave plush toys at her to make her forget how annoyed she is.



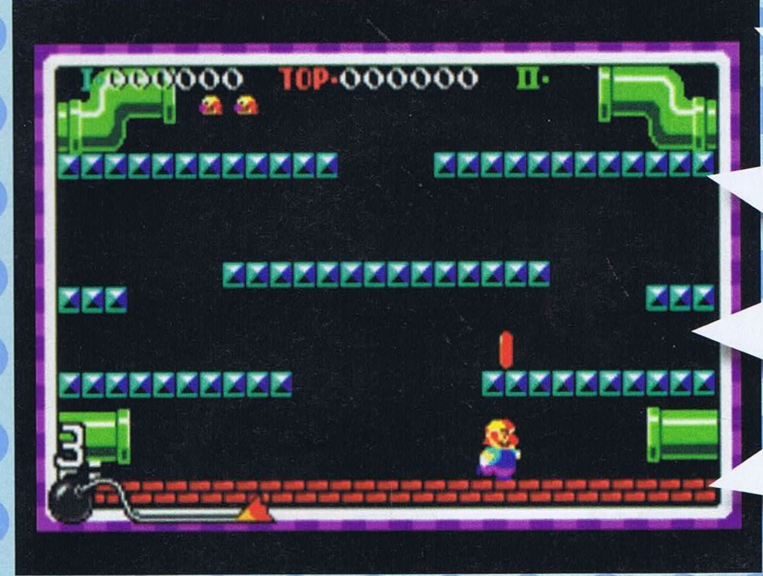
DEBBIE
SHOP! Manoeuvre a tiny Lancastrian Debbie through the door of the clog shop. They're reet snazzy, are us clogs.

"Jump over a sausage on wheels"

NGC STAR GAME

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	NINTENDO
RELEASE DATE	3RD SEPT
PLAYERS	1-16
MEM. CARD PAGES	4
GBA LINK-UP	YES
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£20



△ Many of the games are, as you'd expect, classic Mario titles – only this time they've undergone something of a Wario-themed reworking. Which is mildly amusing. We suppose.



△ You start off with a full crowd, but if you perform badly they disappear. Once they're gone you lose.



△ It really plays on a gamer's instincts. It's like you instantly know what to do the moment a game starts.



WARIO WARE INC.

Get ready for the fastest, most utterly ridiculous multiplayer game, from the furthest reaches of Planet Nintendo…

If you own a GBA and haven't yet picked up a copy of *Wario Ware Inc* then you're missing out on one of the most original titles of the past year. You've passed up the opportunity to relish its insane quick-fire minigames and surreal humour. There's only one way to redeem yourself – pick up the Gamecube version. *Wario Ware Inc: Mega Party Game$* is, as the name suggests, based on the GBA title, only there's a stronger emphasis on multiplayer gaming. However, the simple concept driving the game is exactly the same as before.

Wario Ware is essentially a collection of minigames, and when we say mini, we mean *mini*. Each game lasts just a few seconds and involves barely a couple of presses on the D-pad or A button.

Many of the games will be familiar to you. Guide Link to a dungeon door from the NES *Zelda*. Stomp Goombas in *Mario Bros*. Dodge mines in *F-Zero* and jump over a barrel in *Donkey Kong* – the list goes on. Nintendo have littered the game with nods to their history. Virtual Boy games, R.O.B the Robot and paraphernalia from their toy-making past all make an appearance.

There are over 200 minigames in total, and among these nutty little nuggets is a collection of some of the most twisted tasks you'll ever encounter. Sniff the snot back up an anime lady's nose, play shaky-paw with a crying collie, jump over a sausage on wheels, crush an apple in your hand or drop a swimsuit-wearing Wario onto an inflatable banana.

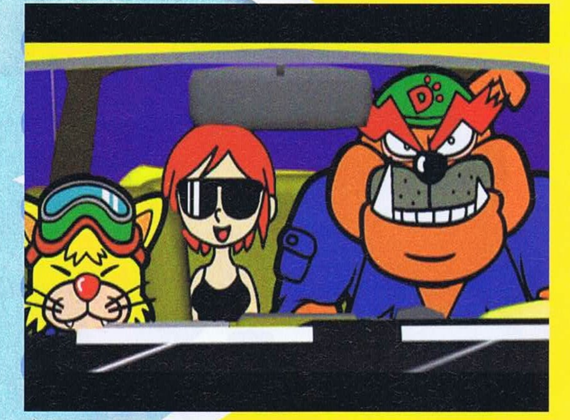
In single-player these minigames are packed into a variety of different structures. Time attack, for example, requires you to complete a batch of minigames as fast as you

> **"EACH GAME INVOLVES A COUPLE OF PRESSES ON THE D-PAD OR A BUTTON"**

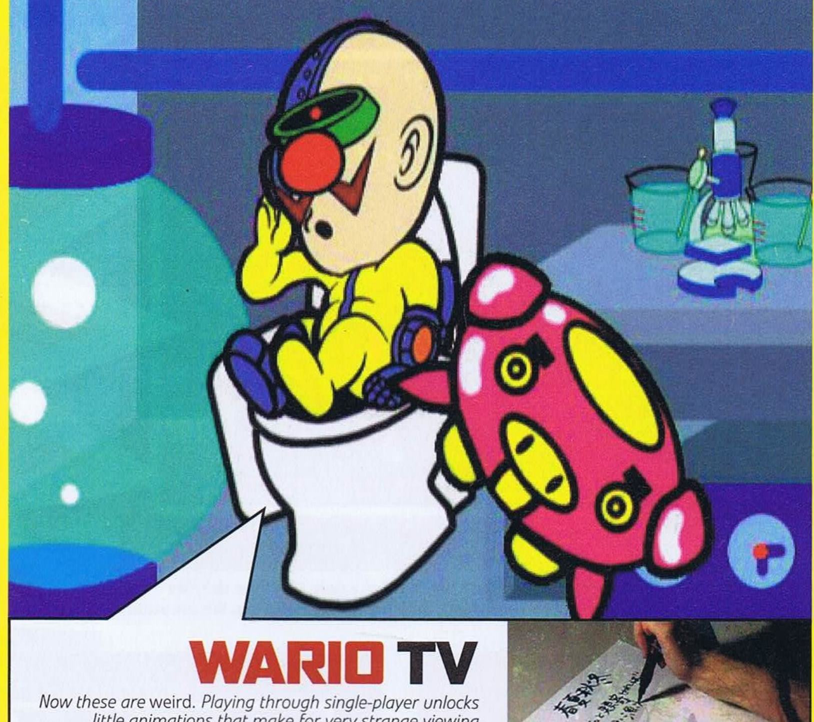


MISSING IN ACTION

A bunch of simultaneous four-player games that are used as tie-breakers in the multiplayer games can't be accessed from the minigame album. It's a shame, as the 'avoid the snot', 'crawl to the cup' and 'avoid the bunny' games are a blast in their own right.

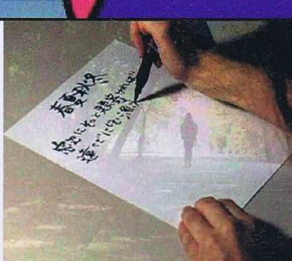


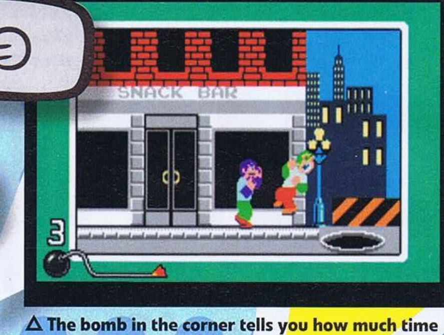
△ The lass in the back is actually a pig-flying alien. Naturally.



WARIO TV

Now these are weird. Playing through single-player unlocks little animations that make for very strange viewing indeed. One, called 'Toilet Commander', simply involves a character called Dr Crygor being thrown off his toilet when an alien spacecraft (shaped like a pig's head, naturally) crashes into his lab. There's also a pair of simple Japanese music videos to some of the tunes that are in the GC and GBA games. Odd, yes, but great bonuses all the same.





△ The bomb in the corner tells you how much time you have left to smack the guy down the manhole.



△ Mim's just finished a game with the doctor and now we all have to clap to rate her performance.

can. In 'Hard' the games come at you at lightning speed, while 'Thrilling' is a sudden death affair that ends after just one failed minigame. As you play through, you slowly unlock the entire gallery of minigames that you can then access at any time and play on their own in order to achieve high scores.

In all honesty, the single-player mode isn't as entertaining as the GBA version. While you can unlock movies, music videos and the like, the overall presentation of isn't as slick – it's missing the snappy cut-scenes that introduce and finish off each collection of games. Still, it's a minor criticism because, as we said earlier, *Wario Ware Inc: Mega Party Game$'* heart is its frantic, engaging multiplayer.

And the multiplayer doesn't disappoint in the slightest. Get three mates around and you'll be belly-laughing on the living room floor in minutes. Even though the minigames are the same as in single-player, the way they're presented differs greatly – they've been batched into little party game experiences. The first party game is the simplest of them all. Each player occupies one quarter of the screen, with their chosen character dancing to music that gradually increases in speed. A spotlight then moves around the screen. If it stops on your character you have to attempt a minigame. Complete it and you stay in the game, fail it and you lose one of your three lives (shown by members of the crowd slowly dispersing). Fail three times and you're out. The last person left dancing wins.

The party games that follow aren't quite so simple, giving players not participating directly in a minigame the chance to get

"IT'S ALL FIERCELY COMPETITIVE AND MAKES HOURS PASS LIKE MINUTES"

WARIO WARE

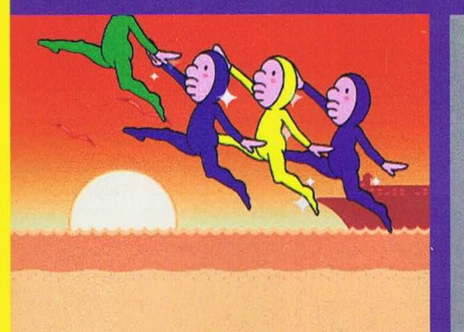
...squirted with silly string

GREAT PARTY FOOD...



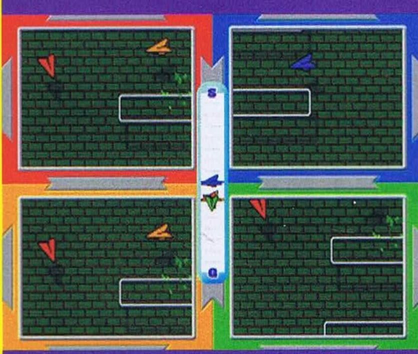
WOBBLY BOBBLY: Compete for the right to play a minigame. Win the minigame and everyone else gets a wobbly turtle to balance on. Lose and you get one. Fall off your stack and you're out.

LISTEN TO THE DOCTOR: Each player has to play a minigame while performing an action in 'real life'. The others then clap to 'grade' them.



ONE-CONTROLLER SURVIVAL: For up to 16 players. Each player has a leotard-wearing Tingle-alike and must complete their minigame on their turn to stay in the game.

SKIPPING: There are two variations. Two to 16 players can take it in turns to skip, or four players have to skip co-operatively and if one player misses a jump, the team fails.



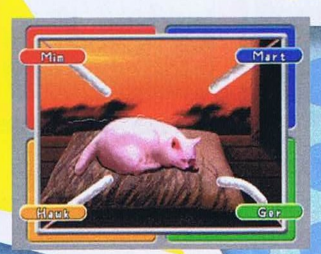
PAPER PLANE: Four players race head-to-head in an extended version of the paper plane minigame. You must steer your aircraft through a maze. Hit the walls and you 'die'.



OUTTA MY WAY: One player has to complete minigames while the others block their view by running around and 'enlarging' their characters. The player who completes the most games wins.



△ Stick Wario's face onto the spud.



△ Poke the cat until it wakes up.



△ If you're still left playing when the balloon explodes, you lose.

involved. They also bring in some clever antagonistic elements. In 'Outta My Way', for example, the three 'spare' players can move their characters over the screen to distract and block the view of the person attempting the minigame. In another game, 'Balloon Bang', the characters who aren't playing the minigame get to pump up a balloon. If you're playing the minigame when the balloon finally explodes, it's game over.

It's all fiercely competitive – and can make hours pass like minutes. However, we do have a number of criticisms. Some of the games are a little hit and miss. We were aware of this when we reviewed the Japanese version in **NGC**/89, but after seven months of play, the differences in quality seem more pronounced. We very rarely touch two games in particular. The first is 'Card-E Cards', a game where you compete for stacks of cards (each with a minigame on it). The trouble with this game is that, despite the excellent mechanic whereby you can steal people's cards while they're playing their minigame, there's far too much luck involved. In some games players don't even get to play a single minigame, while other players play them turn after turn after turn.

The other duffer of the pack is 'Milky Way Delirium'. In this one, you take turns to shoot at different spheres – each with its own set number of minigames to complete. Complete them all in succession and the orb changes to your colour. Line orbs up and the ones between turn your colour too, so you can take orbs from other players. The person with the most coloured spheres at the end is the winner. Granted, it's not a completely *awful* game and it's initially entertaining, but after a while you realise the whole process takes up too much time, detracting from the frantic flow of the other games. Thankfully, these (and the lack of single-player longevity) are the only 'bad' things we can think of.

Ultimately, *Wario Ware* is a rare gem. It's wholeheartedly original, outlandishly quirky and good fun into the bargain. It is one of the best party games in existence – which is high praise indeed, considering the calibre of Gamecube's four-player titles.

GERAINT EVANS



THE PRICE IS RIGHT!

"90%!" we hear you cry, '"it's not even a 'proper' game!" Well, yes, that is true – but, being the kindly souls that Nintendo are, Wario Ware can be yours for a 'piddling' 20 quid. Trust us, it'll be one of the best investments you've ever made.



- Instantly accessible.
- *Very* amusing…
- … Scratch that – it's absolutely off its cake.



- Some of the games are a bit dump.
- You'll need friends to play.



IF YOU LIKE THIS...

Mario Party 5
Nintendo
NGC/89 80%
A collection of minigames forced into a dull board game. Fun with friends only.



6 VISUALS

Already done on GBA and scarcely changed for Gamecube.

8 SOUNDS

Crazy tunes, madcap effects – it'll whip you into a frenzy.

8 MASTERY

Nintendo's genius for game design is in full effect here.

9 LIFESPAN

Got friends? This'll be constantly in and out of your Gamecube.

VERDICT

Very original, very funny and, more importantly, very inclusive. It's one of the best party games ever created. Fantastic.



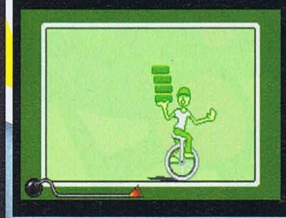
"They require fast reflexes and speedy thinking"

MINIGAME MAYHEM

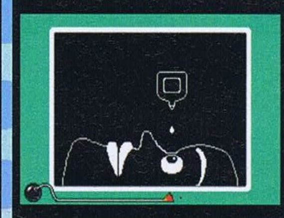
With so many games on offer, it's impossible to show them all, so here's a quick run down of some of the NGC faves.

EASY GAMES

These are the games Wario Ware throws at you from the beginning. Be warned: they're the simpler games Wario has up his sleeve, but it doesn't mean you can sit back. They require fast reflexes and speedy thinking, on a par with Geraint's 'skillz'.



BALANCING ACT Try not to drop your valuable box collection.



EYE DROPS Ready, aim, squirt. It's that simple.



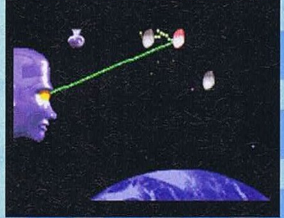
SAVED! Stop the ball using the on-rails goalie. Like David James.



SCARE 'EM Me Big Bad Monster. Must Crush Humans. Grrrr, etc.

HARD GAMES

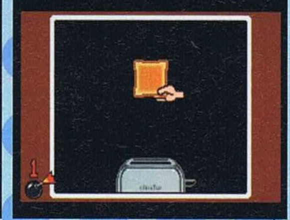
These are rock hard, and you could find yourself failing again and again. Some games are basic in essence – snowboard around a giant snowball – but some are evil. The developers probably performed voodoo rituals while designing them.



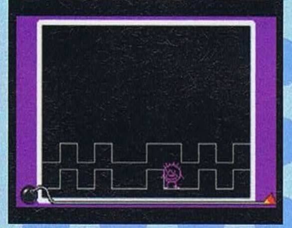
ALIEN LASER HERO Control a giant head and destroy asteroids.



BAR SERVE Grab Wario's drink (meths?) as it slides along the bar.



BUTTERFINGERS Catch the toast as it pops out of the toaster.



CAVITY CALAMITY Guide your purple man to the safe cavity.

NINTENDO GAMES

Nintendo have plundered their back catalogue for inspiration for new minigames. The result is a trip down memory lane. At 600mph. While on fire. And there are marines shooting you with big guns, and the tarmac starts exploding. Pretty good, really.



CLASSIC CLASH Mario and Bowser, *Mortal Kombat*-style.



DONKEY KONG Make the short fat plumber leap the barrels.



DR MARIO Any microbe can be killed by a pill of the same colour.



DUCK HUNT Like 'Nam, but the Viet Cong are wearing feathers.

MULTIPLAYER GAMES

Wario Ware is a good single-player game, but a fantastic multiplayer one. There's not enough room to fully describe the wonders of synchronised turtle balancing, but here are some of the better games for you and your friends to experience.



ALL FOR ONE One person plays, the others help light the area.



OUTTA MY WAY Anyone not playing gets in the way.



CHOPSTICKS Catch a fly using bits of wood. Wax on, wax off...



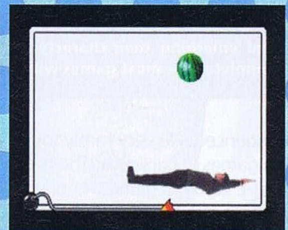
ESCAPE IT Survive the rabbit-thing's fluffy-wrath.

JAPANESE HUMOUR

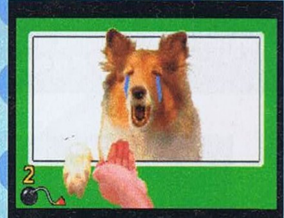
These are the games that only someone from the Land of the Rising Sun could come up with – the games that create the kind of mad panic Wario Ware is famous for. Ignore the fact that you're being asked to pick someone's nose, and get stuck in.



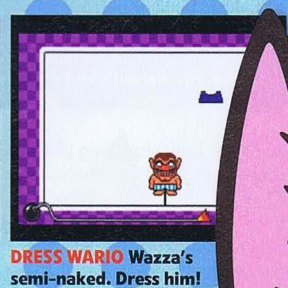
ADVENTURE GAME More a test of spelling than reflexes.



BOUNCE Like *Arkanoid*, but with a prostrate man as the paddle.



DOG PAW Shake paws with the dog or he'll cry, the poor thing.



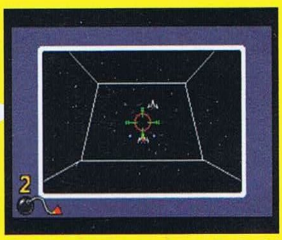
DRESS WARIO Wazza's semi-naked. Dress him!

WARIO WARE INC.

Like being squirted with silly string – in the brain



SLOPPY SALON Mash the A button to baldify your customer.



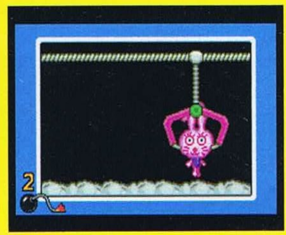
SPACE FIGHTER Like an old arcade cabinet – shoot the enemy craft.



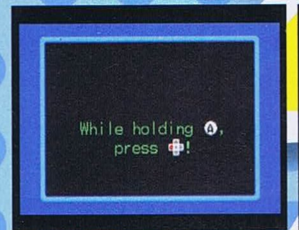
SUPER FLY Like *Superman 64*, but fun. So, *not* like *Superman 64*.



TERMINAL VELOCITY Stop the speeding train at the station.



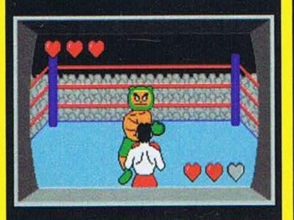
GRABBIT Unlike the machines in arcades, you can grab the prize.



CODE BUSTER Do as you're told. It's the easiest game to do wrong.



GALAXY 2003 An old-school 2D shooter – it even has power-ups.



KNOCK-OUT Let's get ready to rumble! One round only…



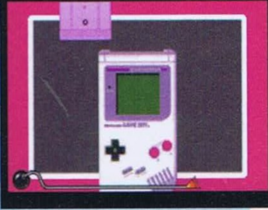
RIGHT IN THE EYE Attempt to thread the needle. Bah.



SCOOTER COMMUTER Take off from the ramp and try to land.



F-ZERO The goal is to not crash and explode in a raging inferno.



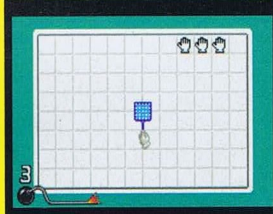
GAME BOY Slot your cartridge into the Game Boy. Ooh, matron.



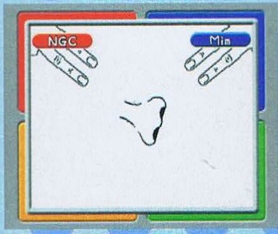
LEGEND OF ZELDA Walk through a door. No Gannon. Bongzoi!



MARIO BROS Save the world – jump on the evil toadstool.



FLY FLEE Fly swatting in *Mario Paint*. Need we explain more?



NOSE EXCAVATORS Be the first to pick the robotic nose…



PARAPLEGIC JUDO CHALLENGE Be the first to touch the trophy.



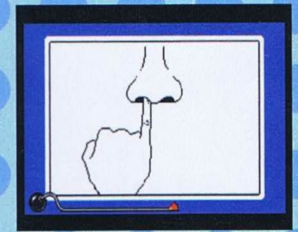
ASBO FRENZY Wreck a house in search of hidden cash.



SACK INSPECTION Take it in turns to look for the dancing lady.



STOP THE CLOCK Quieten the ringing chronometer.



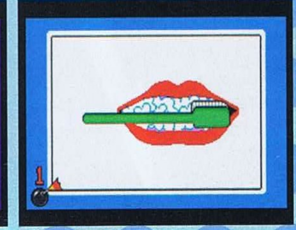
GOLD DIGGER You actually have to pick someone's nose. Arf.



HAZE Randomly insults the player. Magic.



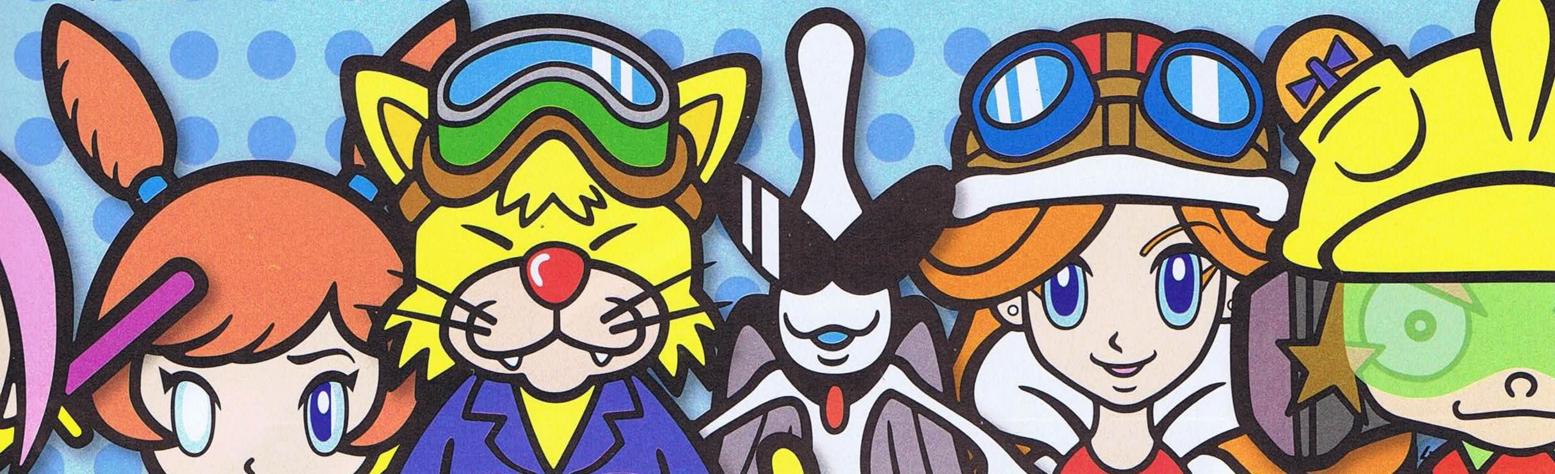
ALLERGIES Help the girl by sniffing her snot up her nose.



SHINY WHITE It's brushing teeth. How cool is that?



SLEEPY CAT Help the cat to sleep by pressing A at the right time.



REVIEW UK

"The darkest game on earth"





SPLINTER CELL PANDORA TOMORROW

Aging Special Agent Sam Fisher dusts off his stealth skills for a second helping of darkness, death and sneakery…

Night vision goggles equipped? Curtains drawn? Lights out? TV contrast turned all the way up? Welcome to what has to be the darkest game on earth. *Splinter Cell: Pandora Tomorrow* is all about shadows and stealth, and you'll be operating in a world where the slightest bit of stray light means instant death or, at the very least, that it's time to move your gaming setup into a windowless cupboard so you can actually see past the screen glare.

Sometimes just about everything is pitch black. The easiest way to sneak through a room is to knock out all the lights so your enemies can't see you, at which point the only thing you'll be able to see on the screen will be the gentle glow from secret agent Sam Fisher's backpack. Helpfully, there are viewing modes to make things somewhat clearer. You'll need to be adept at switching between thermal and night vision during play, and not averse to playing the majority of this beautiful game in the grainy monochrome or garish blue and orange hues of those two modes.

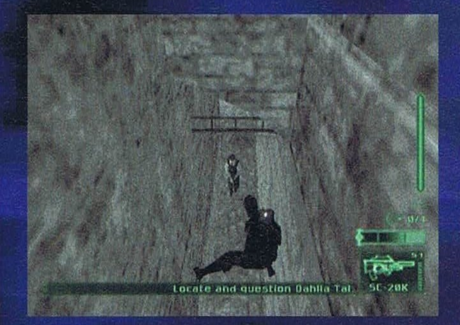
> "CREEPING THROUGH BOOBY-TRAPPED TERRORIST BASES AND JUNGLE HIDEOUTS"

Fisher's welcome return to Gamecube sees him creeping through booby-trapped terrorist bases and jungle hideouts in search of the bad guys plotting to bring the free world to its knees. And there's a whole lot of sneaky-shooty espionage to be done before peace-loving nations can sleep easy once again.

You'll infiltrate embassies, airports and military installations, methodically shooting out every light bulb along the way to create the darkness necessary to avoid getting spotted by vigilant guards and therefore sent back to the last, distant save point. All this takes a lot of care. When it's at its best, *Pandora Tomorrow* is as nerve-jangling an experience as any game has a right to be.

SPYING TONIGHT

Unless you have a GBA hooked up to your Gamecube, there's no magic radar that shows where enemies are patrolling. Instead you have to rely on an array of gadgets to spot potential hazards or create diversions so you can get past obstacles. Sticky cameras, fibre-optic cables, or even an old-fashioned bottle smashed on a nearby wall – you must pick the most



△ Stealthing in monochrome – it's where it's at.



REVIEW UK

"A stealth-flavoured puzzle game"



△ You can switch off these guns or set them to fire on their own forces (which is not of any real use at any time in the game).



△ Proof positive that some people have more than a little monkey DNA in their (splinter) cells.



△ Sam investigates the strange case of the brains on the floor. And yes, you can shoot them and make them explode into brain chunks. You know you want to.



△ Fisher catches a few rays in one of his favourite Paris sewer hangouts. While not really as good as the Xbox version, the lighting is still pretty impressive.

LET'S TWIST AGAIN

The 'SWAT turn' is a kind of pirouette that takes Sam from one side of an open doorway to the other, without the occupants of a room noticing. Magic! There are about four places you can try it in the entire game. Bah!



appropriate item in your inventory to get through what is, in effect, a great big stealth-flavoured puzzle game.

BOXING CLEVER

Despite the majority of *Pandora Tomorrow* being played at walking pace, and the rest of it spent sitting in the shadows waiting for suspicious enemies to return to their regular patrols, it's rarely less than exciting. It's commendably easy to play, too. Creeping around, grabbing hostages, using gadgets, picking locks, lugging corpses… the game presents you with what seems like an overwhelming array of choices, but the designers have kept the number of usable options to a minimum in each scene. Sam might have a backpack filled with high-tech 007-style gear, but all he really needs in most situations is a dark corner and his jaw-cracking elbow attack.



WHAT'S NEW?

On the PC and Xbox versions there's no way of telling how well you've played. You could trip alarms and make a mess of things or sneak through without wasting a bullet and you'd never know the difference. On Gamecube some basic stats tell you how it all went down.

SAM AGAIN

So not a great deal has changed since last year's *Splinter Cell*. A couple of new animations have been added, providing special moves that, like most of Sam Fisher's abilities, you never need to use in order to complete any given level – they don't have a massive impact on the proceedings.

And once again the Gamecube version of the game has been based on the cheap-and-nasty PlayStation 2 conversion rather than the superior Xbox original, leading to some galling moments where entire segments of the game have been replaced with boring, empty corridors, presumably so the console doesn't collapse under the weight of what was previously some atmospherically detailed architecture.

We will admit that if you've seen the Xbox version and you're considering buying this to check out the slightly reworked level design, don't bother. The toned-down lighting effects and variable frame rate in this conversion will come as big disappointments to anyone who has already experienced *Pandora Tomorrow* in its native format.

TOMORROW NEVER DIES

While we're in super-honest mode we'll happily admit to being hopelessly unable to finish any

SAM FISHER'S
Mad, mad skill(z)...



SEEING *Night vision is Sam's most important ability. You'll play most of the game like this, unless you enjoy not being able to see a damn thing.*



DANGLING *Solid Snake? What a pansy. Sam can hang around as long as he likes, and his grip will never fail. He can crush an apple in his fist.*



INTERROGATING *When Sam wants answers he puts his victim in a choke hold, whips out his gun and asks questions in a gruff voice. Never fails.*



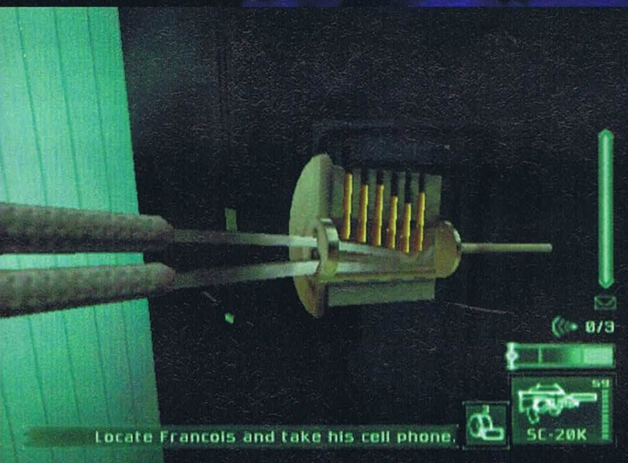
WASTING *Sneaking is all very well, but sometimes a secret agent has to put a bit of hair on the walls. Sam's all-purpose rifle does a fine job.*



△ **Sam doesn't worry about getting brains and skull on him.**



△ **Hiding in the darkness from some mean Israeli rozzers.**




△ **The lock-picking minigame. There should have been more stuff like this.**

△ **The thermal vision mode is a major asset at times like this.**

version of the game. We tried it on other formats too, and on Xbox (for research purposes, you see) we found the AI was so hideously broken in the final part of the last level that success or failure became a matter of fluke or frustration. It's the same story on Gamecube, the problem compounded by the horrible jerkiness of the graphics in certain levels.

Sometimes you get spotted from across a room while hiding in total darkness. Sometimes enemies get caught in an endless cycle of alert/semi-alert behaviour, blurting out, "I think I see something," drawing their weapons, then five seconds later saying, "It must have been my imagination," and putting their guns away. Five seconds after that, the guns will be out again, then away, then out, and progress is impossible. You'll either have to hope that the game forgets you've been spotted, or simply give up and go back ten minutes or so to the last save point. This happens quite a lot, and you'll get thoroughly sick of hearing the same bits of conversation and having to replay the same boring sections time after time.

> **"IN THE LAST LEVEL SUCCESS OR FAILURE BECAME A MATTER OF FLUKE OR FRUSTRATION"**



COVER-UP

Brilliantly, all Sam Fisher's covert actions are explained by a series of cover stories released to the media. After each mission you get to watch a news bulletin in which Fisher's daring deeds are put down to mysterious explosions and brave citizens. Give the man some credit.

SERIOUS SAM

For all its faults, *Splinter Cell: Pandora Tomorrow* is a decent game. We've got issues with the quality of the conversion and the fact that some serious gameplay flaws from the overrated Xbox original have not been addressed, but something about it kept us coming back for more. At least, we returned to it frequently until we got to the glitchy last level which, if nothing else, helped demonstrate that a Wavebird controller is sturdy enough to withstand being banged repeatedly on the edge of a wooden table.

MARTIN KITTS



- Brilliant main gun.
- Nice animation.
- Tense set pieces.

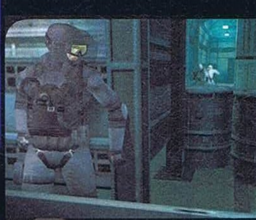


- Jerky graphics.
- Sparse save points.
- Trial-and-error gameplay.



IF YOU LIKE THIS...

Metal Gear Solid
Konami
NGC/91 90%
Gives you a bit more freedom to mess around than *Splinter Cell* does.





7 VISUALS
Not bad, although some of the levels are very jerky.



8 SOUNDS
Quite acceptable. Decent speech, music and sound effects.



6 MASTERY
Poor AI – your enemies are either morons or psychics.



7 LIFESPAN
Tough, but little incentive to replay levels once done.

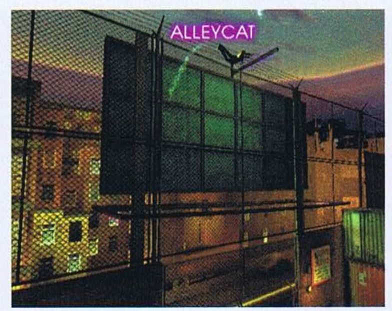
VERDICT
It's very good. You ought to play it, even though you might suffer from stealth fatigue by the end of it all.



"A soul-destroying chore"



△ You can buy upgrades for Catwoman by completing objectives. That's if you care.



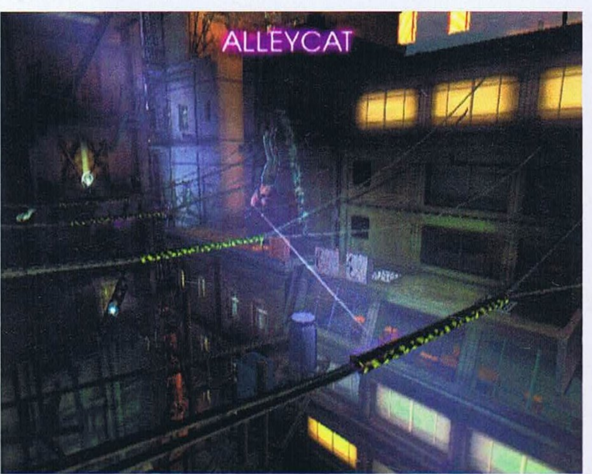
△ It doesn't look awful, not by any means – it's just that it's so average and soulless.



△ After the the excellent *Spider-man 2*, this just stinks of movie cash-in.



△ Part of your rating's based on how many Bling Fragments you find.



△ Even the training section is a pain in the backside. Hardly a good start.

CATWOMAN

The purrfect platformer? You have got to be kitten…



INFO BURST

PUBLISHER	EA
DEVELOPER	EA
RELEASE DATE	OUT NOW
PLAYERS	1
MEM. CARD PAGES	6
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£35



We can't remember the last time we felt so *ANGRY* with a game – it's really quite peculiar. After just a few *minutes* with *Catwoman* you can feel your hackles starting to rise, your jaw clenching and your hands gripping your pad through sheer frustration.

> **WE CHALLENGE ANYONE NOT TO GET ANNOYED BY THIS DREADFUL, PAINFUL GAME**

To put it lightly, *Catwoman* is a real *bitch*. We challenge anyone not to get annoyed by this dreadful, painful and astonishingly irritating game. Imagine a sub-standard version of *Prince of Persia* – this has the same kind of high-wire challenges, but without the 'sands of time' to help keep your sanity in check. Time and time again you'll climb up five minutes' worth of platforms and walls and swing your way from pole to pole only to just miss your next target or platform and fall aaaaall the way back to the bottom. Again. And again. Oh, and again. And – hah! – again. Even short jumps become a soul-destroying chore. It wouldn't be so bad if these events were few and far between but that's not the case. Every minute or so you're likely to be faced with the nauseating prospect of trying the same poxy little platforming section over and over and over and over…

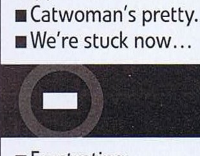
It's just not fair – and it certainly isn't fun. And what makes matters worse is that you never feel it's your fault. There's no manual control of the camera for starters, forcing you to make leaps of faith on a regular basis. The basic, fundamental design of the game seems wrong – we often found ourselves having no idea what we were supposed to be doing, why we were doing it or how we should go about it.

There's a bewildering lack of focus throughout, which makes having to suffer repeated failure on irritating things like 'jumping' and 'swinging' relentlessly painful to bear.

This is a crying shame, because on the face of it, there's a solid (if unimaginative) platform adventure here. It looks good, it's fairly well presented and there are a few half-decent ideas thrown in – but it's then completely ruined by the level of frustration.

So no, we don't like it. It's like owning a pedigree Siamese cat – stunning to look at and effortlessly graceful. Now imagine that every time you turned your back on it, it spewed all over your sofa, crapped in your shoes and coughed in your coffee. Every single hour, every single day. It wouldn't take very long for you to drop it off at the local animal shelter. That, dear reader, is exactly how we feel about *Catwoman*.

GERAINT EVANS



- It looks okay we suppose. Kind of.
- Catwoman's pretty.
- We're stuck now…



- Frustrating.
- Painfully average.
- Dull.
- Irritating.

IF YOU LIKE THIS…

Prince of Persia: The Sands of Time
Ubi Soft
NGC/90 91%
Like *Catwoman* but better in every possible way.





8 VISUALS
Moves well, with strong presentation throughout.

6 SOUNDS
Forgettable music and some really irritating dialogue.



4 MASTERY
Sloppy game design, atrocious choice of camera. It's nasty.



6 LIFESPAN
How's your patience? We *dare* you to play it for a week.



VERDICT
An average game at best, made worse by some bewildering design choices – now get it out of our sight.





NGC 46



GamesMaster
THIS MONTH IN GAMESMASTER!
CHECK IT!
grand theft auto San Andreas
NEW SCREENS & INFO!
LOADED WITH BIG GAMES!
MIDNIGHT CLUB 3
GT4
TEKKEN 5
SILENT HILL 4
CHRONICLES OF RIDDICK
COLIN MCRAE RALLY 2005
PRO EVOLUTION SOCCER 4
RESIDENT EVIL OUTBREAK 2
METAL GEAR SOLID 3
SPLINTER CELL 3
SUDEKI
SECOND SIGHT
PSI OPS
NFS: UNDERGROUND 2
PRINCE OF PERSIA 2
ROCKY LEGENDS
LOTR: THE THIRD AGE
AND MORE!
the Getaway Black Monday
MORE PICTURES, MORE PLOT & MORE PURSUIT THAN YOU CAN POINT A PISTOL AT!
ONLY £2.99!
ROUND 2
BLING BLING!
DEF JAM: FIGHT FOR NEW YORK
It's gloves off for the first look at the ultimate hip-hop ho-down!
FREE 5629 TIPS! IN A BOOK!
150th ISSUE
ON SALE: TUESDAY 3RD AUGUST





△ Vattic can take a lot of punishment before he goes down. This, coupled with his healing ability, makes him very powerful.

SECOND SIGHT

A real psych for sore eyes! Sorry. Could this be the sleeper hit of 2004..?

Every once in a while a game sneaks up on us. No hype, no fanfare, no bogus claims from overzealous PR types – just a quietly confident title whose quality speaks for itself. *Second Sight* is a perfect example of this. When we initially heard about it we were, admittedly, a little indifferent. But when we finally got to *play* it, well, we became well and truly hooked.

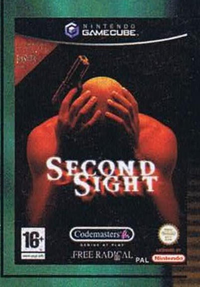
In fact we didn't realise just *how* hooked we were until our unfinished preview build abruptly ended halfway through. We were genuinely distressed, feeling as though a gaping hole had been shot through a vital gaming organ. So it was with some relief that we received finished review code a few (tortuously long) weeks later. An event that not only made us feel whole again but exceeded our expectations in every conceivable way.

Second Sight puts you in control of John Vattic, who awakes to find himself locked in isolation in a medical facility. You can barely walk, you've been badly beaten and scarred, and you've lost your memory. The only thing you've got going for you is the fact that, in the opening seconds of the game, you learn that you have the

> "YOU CAN BARELY WALK, YOU'VE BEEN BEATEN AND YOU'VE LOST YOUR MEMORY"



PUBLISHER	FREE RADICAL
DEVELOPER	CODEMASTERS
RELEASE DATE	OUT NOW
PLAYERS	1
MEM. CARD PAGES	5
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



△ You'll never tire of flinging people through windows…

△ The old 'sawn-off-shotgun-to-the-face-from-a-vent' trick.

△ Over on those islands are switches that you need to trigger using your telekinetic powers.



△ We love the design of the character models. All the characters in the game show so much personality, just through the way they look and move. In our eyes, these beat 'realistic' models hands down.

ability to manipulate objects using your mind. Holding down the left trigger lets you lock on to things, Zelda-style. A tweak left and right on the C-stick focuses your attention on different things in the environment, while holding down the right trigger allows you to manipulate anything you've targeted.

Focus your attention on the lock of the glass cell you're in and you can finally free yourself. In the adjacent room there are plenty of monitors for you to practice your telekinetic skills on. Screens crackle with electrical energy when you rip them from their housings and bounce pleasingly when, with a flick of the C-stick and a release of the shoulder button, you throw them violently against the plexiglass windows.

A few minutes later you're introduced to your next skill, healing. This allows you to restock your health meter at any given time, as long as you have enough psychic energy to do so. All of your mental abilities use up this reservoir of psychic power. It does replenish gradually, but if you continue to use your abilities when you've run out of power the screen warps and distorts, temporarily impairing your vision. You'll learn that using this power requires a degree of prudence. Once these basic skills are under your belt, you're given

IT'S A WIND UP

Use your telekinetic abilities on one of the clocks on the wall and you can send it spinning wildly. Stop, and the clock gently slows down again. Pointless, yes, but it's still a smart touch – and a good example of the kind of subtle details you can expect to find throughout the game.

POSSESSED

Swapping bodies…



One of the most useful abilities is the projection skill – allowing you to scout around or flip switches without actually having to 'be there'. Here we're using our projected self to free the nut-jobs from their cells, after which we'll make a dash for our objective while all the guards are distracted.



Eventually the ability gets upgraded, letting you possess guards. This allows you to move them away from sensitive areas or, if you prefer, you can use them to shoot one of their comrades. Doing so will make them turn on, and in some cases kill, each other.

MIND OVER MATTER

Okay, so you know about all this psychic business by now – but how does it all work? Let's take the medical facility as an example…



















In the medical facility, John reaches a lab's reception area where he suffers a 'brain-attack', discharging a pulse of psy-energy at a security guard and sending him flying over a nearby desk. These brain fits trigger the onset of a new mental ability. At this point John has already accumulated telekinesis and healing abilities.

He needs to escape from the facility, but the main hallway is blocked by the cops. Making a run for it, John is riddled with bullets. Safely on the other side, he can take time to heal himself. John effectively has an infinite source of life as long as he has the time and the psychic power to heal himself. Of course, it's never going to be that easy is it?

If you've got gunfire pounding your position and are completely pinned down, all is not lost. In Second Sight, you can pick up any available cover using telekinesis and walk towards the enemy, or retreat to a safer place while being shielded all the way. If you're out of options, you can always just smash your cover over the enemy's head.

A little way into the facility, John reaches another lab. He's only got a few bullets in his pistol so it's best to take things steady. He can distract a nearby guard by using his telekinetic ability to rattle the housing of a power unit, and then sneak past. Alternatively you could go the noisy route and chuck a few bins or explosive barrels at him.

Stealth is brilliantly done in Second Sight, but your ability to sidle up against walls and creep behind cover is soon joined by the charm ability. Triggered by a close encounter with a guard, John can will himself to be invisible to enemy eyes. Make sure you avoid any pools of blood, though, because he'll spot your footprints and follow you.



△ These gang members won't let you through without a fight…







△ The sniper rifle works by automatically locking on to targets.



a brief level to ease you in to using the controls before you have the first of many flashbacks.

These tell the story of the events that led up to your incarceration in the medical facility. John Vattic was a doctor assigned to a Special Forces unit sent to Siberia to investigate a scientist conducting 'dodgy' experiments. Before you're briefed on the mission, a reluctant Vattic has to undergo military training – a tutorial that fills you in on the rest of John's abilities. Using weapons, stealth and ducking in and out of cover make up your remaining repertoire of moves. With this training mission over and juicy details of Vattic's past mission teasing your curiosity, you're whisked back to the medical facility…

The action from then on is equally divided between the two timelines. You reach the end of a level in the present day and you're whisked back to events in the past to help 'jog your memory', but things are more complicated than that. Because you have control over the flashbacks to the past, you can alter the outcome of the events. People who apparently died can be brought back to life and captives can be saved. In effect, then, the flashbacks to the past can change the future, your present.

To be honest, we're loath to give away too many details or specific examples of this interplay between the two time lines because it's so important to your overall enjoyment of the game. Suffice to say

> **"PEOPLE WHO DIED CAN BE BROUGHT BACK TO LIFE AND CAPTIVES CAN BE SAVED"**



GAME ON

Hidden away in a nondescript storeroom in the mental asylum is a floppy disk. Take it to a nearby computer and you'll be able to play a really basic black and white vertically scrolling shooter. There's also an arcade game in an enemy base that you can play once you've tranquilised a guard.















You can use charm for as long as you have the energy – walking past guards with no fear of being caught. It's not quite as cheap as it sounds, though. If a camera spots you, you're in trouble and, even worse, if a guard sees you turning invisible, your psy-energy will be completely drained, leaving you vulnerable for a few seconds.

A great puzzle, this one. In order to escape the medical facility, you're going to have to de-activate the barriers surrounding your escape route. Unfortunately the room you need to access to do this is contaminated. By using your telekinetic ability on these extraction fans nearby you can clear the room of the toxic gases, making it safe to enter.

Your final run through the facility is fraught with danger – guards with assault rifles lurk around every corner. If you feel yourself getting a bit hedged in you can send out a wave of psy-energy in all directions, clearing the way in one big blast. The attack isn't that powerful, though, so you need to get the guards when they're down.

Inevitably you end up having to be in two places at once, or you need to interact with something that you can't reach physically or mentally. Using 'projection' you can do things like get through security beams and de-activate them from the other side. it's also handy for scouting out the route ahead for any potential enemies.

One thing we particularly like is the ability to use powers and weapons at the same time. If you see any explosive containers, for example, you can move them to wherever you want them (like next to a bunch of guards) and detonate them when you choose. Later on you can pick guards up and shoot them in one smooth move. Go on. Treat yourself.





△ On more than one occasion you'll be working through parts of a level with a companion who you must protect.

it's *easily* one of the best videogame stories we've had the pleasure of experiencing. Free Radical are displaying a hitherto unknown ability to tell a compelling story that not only holds your interest and keeps you guessing right to the end but enhances the game as a whole. (Let's face it, ***TimeSplitters*** was hardly War and Peace…)

The compelling nature of the plot is due in no small part to the quality of the character models and cut-scenes. Never intrusive or overly long and tedious, the cut-scenes convey the personalities of the game characters brilliantly. The bold, almost melodramatic animations and sharp comic-book quality of the visuals really help give a distinctive style to the cinematics, while the quality of the dialogue and voice acting, with just a couple of exceptions, never jars or irritates. The upshot of all this, of course, is that you actually *care* about John and those connected to him.

Naturally none of this would be worth a damn if the game wasn't any good, but *Second Sight* more than delivers. Gameplay-wise it seems to encompass the best bits from countless third-person action and stealth games. You've





EYE SPY

Security cameras that you have to disable so they don't spot you? Not exactly original. Terminals that allow you to turn cameras off or control them? Again, not exactly cutting edge stuff, is it? Guards that see cameras moving suspiciously, wonder what the hell is going on and come over to kick your ass? Genius.





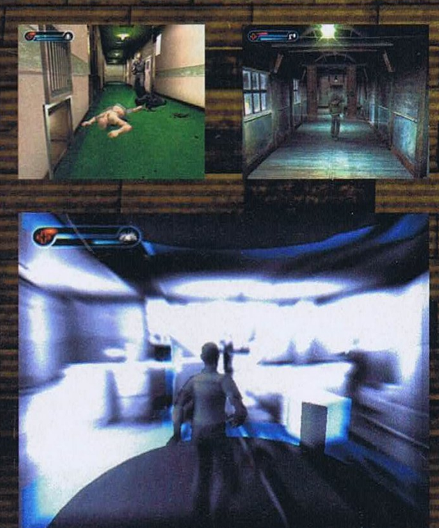
△ With *Second Sight* turning out so well, we can't wait to see what Free Radical have done with *TimeSplitters FP*.



△ No matter where you are, you'll never be far away from an explosive barrel or two.



△ These FBI types are a real pain – they carry quick-fire machineguns and always radio for help.



△ This attack knocks your opponents down, allowing you to shoot them all on the floor.



VIEW TO A KILL

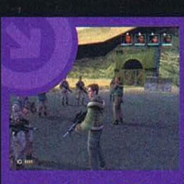
One of the problems that plagues many games is an irritating camera system. Free Radical have remedied this by giving you three to choose from, and you can cycle through them on the fly. There's a static first-person view that helps when you're aiming or using your telekinetic skills, there's a traditional third-person view that lets you move the camera freely and then there's a Resi-style camera that allows you to view your environment from fixed positions – ideal if you're creeping around and want to get a more complete idea of enemy positions.

got a targeting system that's very similar to *Everything or Nothing* with a lock-on that allows you to fine-tune for head shots. There's more than a faint whiff of *Metal Gear* – you can sneak up behind people and grab them, hide in lockers until the alert status of the guards has died down and you even have to ensure your bloody or snowy footprints don't create any unwanted attention. We'd suggest there's a hint of *Deus Ex* in there too, at least in so far as there's a satisfying degree of freedom about how you go about tackling tasks.

Once John has his full set of skills, skirmishes with the enemy take on a whole new lease of life. You find yourself ducking in and out of cover and picking opponents off one by one with your sniper rifle, dashing into the fray and unleashing a blast of psychic energy, picking guys up and throwing them into the air, chucking explosive barrels behind enemy cover and sneaking past using stealth moves. You'll even be able to possess an opponent from afar and get them to do your dirty work for you or (our particular favourite) pull them out from behind their hiding place and gun them at point-blank range while they whimper and struggle in the air.

There's no right or wrong way of going about things. You're never punished unfairly for trying something different and so experimentation becomes a superbly entertaining experience in its own right. Moreover, fiddling

"EXPERIMENTATION BECOMES A SUPERBLY ENTERTAINING EXPERIENCE IN ITS OWN RIGHT"



TEAMWORK

In many of the levels set in the past, you're part of a squad. These parts are excellently done, with team briefings and plenty of banter between characters to give you a strong sense that you're all working together to defend positions or attack enemy strongholds.

SECOND SIGHT

Get ready for a Vattic attack

The psy-pulse is great for sending enemies flying, giving you room for a breather.

Enemies who spot you are likely to radio in for help. If that happens, you'll be in big trouble…

around with John's abilities is just *so* satisfying. This is one of those games where you can spend ages just messing around. Smashing enemies into walls, picking up corpses and trying to get them into 'amusing' positions or simply throwing them through windows – whatever, we guarantee you'll be cackling at regular intervals.

For all the freedom given to you in terms of your approach to situations, Free Radical have matched it with a great mixture of objectives and set pieces to take part in. One minute you're creeping around an office looking for clues, the next you're helping gang members protect their territory from government agents or sniping at an enemy stronghold in the snow or liberating lunatics from padded cells in an asylum. You never feel as though you're repeating the same tasks, you never get the feeling that 'you've been there' and 'done that before' and consequently, you genuinely feel as though you're constantly playing something new, something different.

Free Radical have proved themselves to be one of the most talented developers around at the moment – *Second Sight* really is a *superbly* crafted game. Granted there isn't a *huge* amount of detail in the environments (with the fairly uninspired sewer level being the weakest of the lot), and there are a couple of instances where enemies you've thrown get lodged in walls or other peculiar positions – but those are the only criticisms we can level at it. And even those don't matter in the face of what's on offer here. *Second Sight* is delightfully atmospheric. The music (which is also reminiscent of *TS2*) is delicately composed and really enhances the mood of the locations. The levels are tightly designed, offering plenty of scope for replay, while its distinctive style and original touches make it one of the most memorable games we've played in years.

GERAINT EVANS



SCARED?

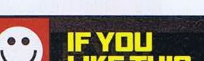
Triggered an alarm, have we? Loads of guards coming to riddle you full of holes? Try picking one of them up with your death-grip and bashing his brains out against the wall – all of a sudden his mates don't seem too keen to upset you.



- Plenty of depth.
- Very satisfying.
- A great storyline.
- Great atmosphere.



- The sewer level.
- It's a little bit on the short side.



HITMAN 2
IO Interactive
NGC/82 91%
Another superb title to combine stealth, action and freedom of choice…





Not too detailed but heavy on the style and atmosphere.



A soundtrack that sets the mood plus nice voice acting.

9 MASTERY

The craftsmanship of the game deserves a standing ovation.

7 LIFESPAN

It won't take long to finish, but you'll be replaying it for weeks.

VERDICT

Intelligent, engaging and immaculately produced – this is one the finest Gamecube games of 2004.

NGC







△ If the interface looks familiar then chances are you've played *Advance Wars*. Well done.

NGC STAR GAME



△ Different units are adept at combating different enemies. Archers can shoot over walls, while remaining safe.

FIRE EMBLEM

Advance Wars and RPGs collide! Nintendo's strategy masterpiece proves it's a match made in heaven…

The *Advance Wars* series is one of the main reasons you should buy a GBA. It's one of the finest turn-based strategy games ever created, easy to learn, difficult to master and devilishly addictive. The same goes for *Fire Emblem* – it's developed by the same people (Intelligent Systems) and uses an almost identical battle system. Battles take place on a grid. You click on units one by one and move them within their allotted radius with a giant blue arrow plotting their course. Different units have different strengths and weaknesses against different enemy units, while the terrain that they're fighting on also influences their effectiveness. It's at this point that similarities between the games end.

Fire Emblem has very strong RPG leanings. Unlike in *AW*, the units you get at the beginning are the units you keep throughout the game. Made up of individuals who you recruit to your party as the game progresses, you level them up by attacking and defeating enemies. Each character has a little in the way of story and dialogue, which you're shown in a series of cut-scenes and cutaways that occur before, after and during battle, to help flesh out their personality. If one of your party dies it's very difficult to get them back – so you have to be a lot more protective of your troops.

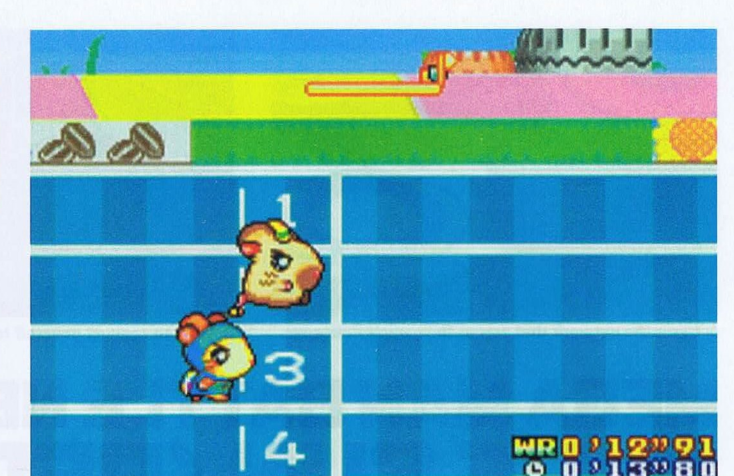
What all this means is that *FE* has a lot more personality than *AW*. You feel attached to your individual units and watching them grow in power from chapter to chapter becomes something of a labour of love. There's also the ability to enter houses and shops during battle so you can customise your forces. On occasion, you can even talk to enemies on the battlefield and recruit them to your cause. These elements make *FE* quite different from regular turn-based strategy games – it feels less cold and clinical. However, what it gains in these respects it loses in immediacy. There's a lot of dialogue to wade through between battles and, unless you're partial to RPGs, you could find this a bit long-winded and off-putting. Still, we suppose it's a matter of taste rather than a criticism of the game itself. In our opinion, it's the only strategy game around that comes close to matching *Advance Wars* – ahead of *Final Fantasy: Tactics*.

GERAINT EVANS









HAMTARO HAM HAM GAMES

Nintendo's Super-Cute Hamster Olympics! On your marks… get set… BLEEEUUURRRGHH!



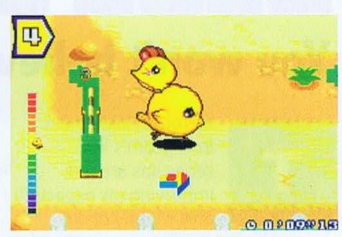
Just in time for the Olympics comes Nintendo's very own super-cute take on the sporting event – featuring… *hamsters*. There are 15 events for you to compete in – most of which are actually pretty normal, with the likes of tennis, 100m, hurdles and diving. The only real oddities in the pack are 'carrot pull' and a bird-riding game that's kind of like show-jumping.

You'll be glad to hear that there aren't any *Track and Field*-style button-mashing games to ruin your GBA. Instead the games require precision timing, entering button combinations or balancing speed with control. Despite being pretty childish-looking, some of the events are actually pretty tough to win, so you'll have to put in plenty of hours of practice before you see the game off in its entirety.

Tying the whole game together is an overworld map. Each location has a bunch of Ham Hams for you to chat to, and between the different events you'll get the chance to go exploring, pick up tips and listen to any gossip from the competing teams – not that they have anything particularly interesting to say.

After three events, you'll need to go to bed to rest up before the next day brings the next trio of minigames. At the end of the seven days, the team with the most gold medals wins the tournament. And that's pretty much all there is to it. It's all very cute, well-presented and enjoyable stuff, for the under 10s at least.

GERAINT EVANS



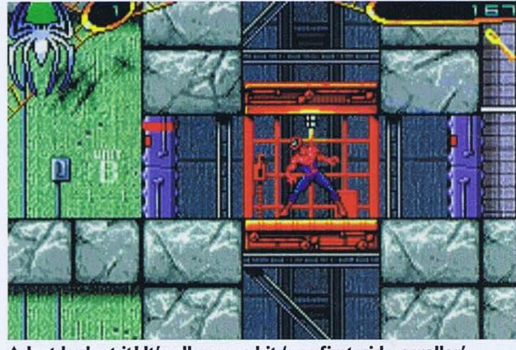
△ **Hamsters on bird-back. Sickening.**



INFO BURST

FROM	NINTENDO
PLAYERS	1
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **60**

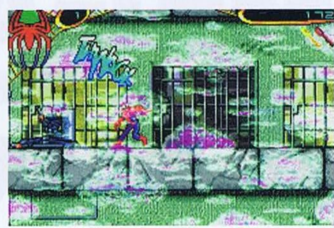


△ **Just look at it! It's all gone a bit 'my-first-side-scroller'.**



△ **The frame rate on these bits absolutely kiffs of ming.**







SPIDER-MAN 2

Can't we have TWO decent Spidey games? Activision prove that lightning NEVER strikes the same place twice.



We have to admit that, although not the best games in the world, we've found the two previous *Spider-Man* games on GBA rather enjoyable. (Yes, this *is* the third!) Okay, they were generic, but they had charm, and the level design was always nicely varied and made good use of Spidey's skills.

The same can't be said this time around. The individual levels are incredibly dull, both in the way they look and play. The artwork for each stage is repeated throughout the level, giving hardly any sense of variety. The repetition can also be disorientating. The goons that you fight look basic and only pose a challenge through numbers, while the objectives you have to achieve are ludicrously simple. Kill X amount of thugs, save X amount of hostages – there's nothing here that remotely resembles entertainment.

Running in the background is a crude RPG-style experience system that awards point for objectives completed. These you can spend on upgrading Spidey's web skills, agility and combos. A nice idea, but why should you care when you're faced with such an average game? By the time you reach the first of the jerky 3D sections you'll be cursing yourself for even thinking about spending money on it. Anyone buying this on the back of the (pretty good) movie and GC game is in for a rude awakening.

GERAINT EVANS

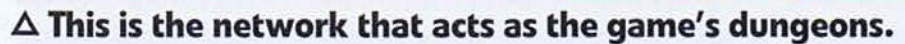


INFO BURST

FROM	ACTIVISION
PLAYERS	1-2
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **41**




Δ This is the network that acts as the game's dungeons.


Δ You can connect yourself to any electrical appliance.



Δ The battle system mixes action and strategy.

MEGA MAN BATTLE NETWORK 4 BLUE SUN/RED MOON



You won't believe us, but it's not bad at all…



The fourth instalment in Capcom's RPG series has arrived, improving (as expected) only slightly on its



predecessor and (again) released as a pair of games, with slightly different enemies and power-ups.

If you haven't played a *Network* game before, the premise is simple. Gameplay is divided into two parts: you play as Lan, who navigates the world in the typical RPG way, talking to characters to advance the story, buying and trading battle chips (the game's weapons) and participating in duels. The second part involves Lan's digital friend, Mega Man himself. These sections act as the game's dungeons, which Mega Man has to navigate, participating in real-time random battles that are pleasantly strategic.

It's the battle system that makes the *Network* games stand out, forcing you to rely on quick reflexes and smart tactical choices to get ahead. Capcom have included a pair of new techniques to keep things feeling fresh – 'Soul Unison' (a means of using defeated enemies to transform into a more powerful character) and new 'Dark Chips' that allow Mega Man to turn the tide of battle if he's losing. On the downside, however, the learning curve, just as before, is woefully inconsistent, fluctuating from super-easy to devilishly difficult at the drop of a hat. Still, *Battle Network* maintains its status as a curiously enjoyable, if unremarkable, game.

IAN STEADMAN



INFO BURST	
FROM	CAPCOM
PLAYERS	1-2
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£35

NGC INDEPENDENT NINTENDO GAMING **77**







Δ You can choose any of the four starting missions – and they're all rock hard.

MEGA MAN ZERO 3


Δ This little lass will let you use her computer to check on facts about the Mega Man universe – and you can also use it to trade battle chips to the game reviewed above…

Every time Capcom make one, God kills a kitten…

Yup, it's business as usual for *Mega Man Zero*, and anyone who isn't a crazy-mad Mega Man fanatic will struggle to get any enjoyment out of it. The biggest barrier is that it's all so confusing. Gone are the days where you just fight through a succession of different levels. Instead there's a central command hub where you have to engage in tedious conversations with people about all manner of individuals. It doesn't take long for their incessant chattering to really get on your nerves – and anyone without an interest in the series will find themselves fumbling about the main hub wondering where the hell the actual *game* is.

When you do find it, you'll be suitably underwhelmed. The basic controls have scarcely changed in 20-odd years. Mega Man still can't duck, for example, which makes controlling him feel clunky and horribly restrictive. It doesn't help much that the game is so difficult either. The golden Mega Man rule of making enemy patterns basic and then bosses insanely difficult still applies here. Even the first level will prove taxing to anyone not familiar with *Zero* – and subsequent levels just get tougher.

Granted, as you progress, new skills and weapons are made available to Mega Man, allowing you a fair degree of versatility in your attacks, but acquiring them in the first place is not an easy task and it's highly likely that most people will simply give up. It's a shame really because it isn't a *bad* game. The presentation is, as always, spot on – but Capcom really need to start thinking about making the series accessible again. As it stands, this is really for veterans only.

IAN STEADMAN


Δ Why can't you aim up 45 degrees?!



INFO BURST	
FROM	CAPCOM
PLAYERS	1-2
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **50**



△ The main gimmick of the game is that you now have three extra Kirbies to assist you. If you're not playing the multiplayer game then the CPU controls the rest for you. They're pretty handy, too.

△ It's one of the game's many mini-bosses.

KIRBY AND THE AMAZING MIRROR

Four Kirbies for the price of one.
Lord, have mercy on us all.



High above Dreamland there is (apparently) a place called 'Mirror World', a once peaceful land that – you guessed it – has gone badly wrong. Meta Knight runs off to help but returns all nasty and attacks the Kirbster with his sword. Rather than finishing off the big nancy blob once and for all, he ends up doing the unthinkable – splitting him up into four separate Kirbies in four different shades of camp. Nice work.

So it's time for a new *Kirby*, then, and, despite the grief we give him, it's solidly entertaining stuff. Perhaps the biggest feature in this latest instalment is the addition of the multiplayer. If you can find three mates with a copy of the game, you can all do the main adventure at the same time. If you're the only one with a copy of the game, you can still link up for some Mario Party-style minigaming.

If you're a solo player, it's pretty much business as usual. You have three CPU-controlled Kirbies who tag along for the ride. All of them are pretty intelligent, never really lagging behind or getting in the way, and they can be useful, especially in boss battles. They don't *always* follow you, though. Unless you're playing multiplayer, the extra Kirbies have to be called in as backup whenever you need them. This you do by tapping the R-button, at which point Kirby whips out his mobile and gives them a call. Your mobile phone only has a limited battery life, so you have to be careful when and where you call for their help. A nice touch, we suppose, but we wish more had been done with this feature. There aren't really enough puzzles or gameplay mechanics that fully exploit the four Kirbies simultaneously, which, after playing something like *Zelda: Four Swords Adventures*, is a little disappointing.

> **"SPLITTING HIM INTO FOUR SEPARATE KIRBIES IN FOUR DIFFERENT SHADES OF CAMP"**

Still, what this does do, it does very well. Visually it's as crisp and colourful as we'd expect, the music is insanely chirpy and cheerful, and in the face of this full-on bouncy cuteness, it's difficult not to play with a smile on your face. It's also relatively easy, allowing you to romp through levels, giving you an instant sense of satisfaction. The downside is that it won't take long for platforming experts to see it off, though this is remedied by a wealth of collectables to seek out and multiple routes through the game. Not bad at all.

GERAINT EVANS



INFO BURST

FROM	NINTENDO
PLAYERS	1-4
SINGLE CART LINK	YES
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING

78

FIVE FOR A PRIZE!

Over the next few pages, you'll see a selection of Top Fives – games hand-picked by us which we recommend anyone new to Nintendo Gamecube gets involved with. Now we want yours. They can be any regular category of game, or something a little different (your five favourite multiplayer games, five games with brilliant endings etc). Send us your Top Five list and earn yourself a priceless (or, more likely, worthless) prize!

NGC ESSENTIAL

THE BEST 'CUBE GAMES MONEY CAN BUY...

TOP FIVE FOODS IN GAMES

Feeling peckish? Here are the games to fuel your hunger.



CAKE
Peach is a keen baker – but who made all these?



SCOOBY SNACKS
We like *any* snacks...



BANANAS
And look! They're everywhere, even in *TS2*.



GINGERBREAD MAN
Tasty little fellow. C'mere...



VEGGIE GRUB
Home grown, too.





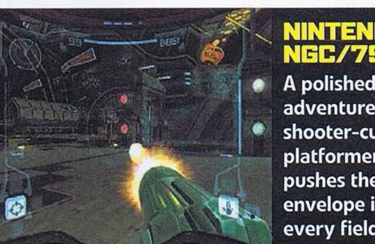
1 THE LEGEND OF ZELDA THE WIND WAKER — 97

NINTENDO ■ NGC/81

The babbling of the internet whingers faded to a stunned silence when this hit the shelves. It's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some sailing sections spoil it a bit, and it's pretty short, but this is as close to 'art' as 'games' have been yet.



2 METROID PRIME — 97



NINTENDO NGC/79

A polished, addictive adventure-cum-shooter-cum-platformer that pushes the envelope in every field.



3 SUPER MARIO SUNSHINE — 96



NINTENDO NGC/73

Mazza's cleaning up a tropical island. With the polished visuals and sense of fun of *Mario 64*, this hits the right buttons.

4 MARIO KART DOUBLE DASH!! — 93



NINTENDO NGC/88

The best *Mario Kart* ever – and the best multiplayer title on GC. More characters, special weapons and crazy tracks.

5 F-ZERO GX — 93



NINTENDO NGC/85

Speed, challenge and stunningly designed tracks blended to form the finest of arcade racing experiences. It really is fast.

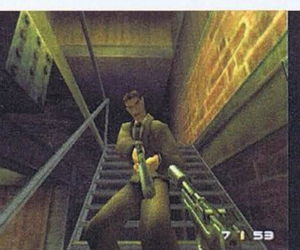
6 SOUL CALIBUR 2 — 92



NAMCO NGC/85

The best fighting game on *any* system, offering rich depths to those who go looking. And you can go nuts with Link.

7 TIMESPLITTERS 2 — 92



EIDOS ■ NGC/73

A stonker of a time-travelling FPS, *TimeSplitters 2* crept out of nowhere to become GC's finest example of the genre.

8 SUPER SMASH BROS MELEE — 91



NINTENDO NGC/68

An eye-singeing multiplayer and cameos from just about every Nintendo character make this ace.



9 HARVEST MOON A WONDERFUL LIFE 91





UBI SOFT NGC/91

Utterly charming farm sim. Sounds unremarkable, but it'll have you addicted in no time. Wonderful.

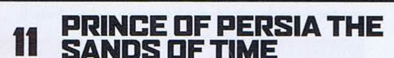
10 HITMAN 2 SILENT ASSASSIN 91



EIDOS ■ NGC/82

Tighten the fibre-wire and leave your morals at the door as Mr 47 brings his elimination simulation to the 'Cube. This is stealthy, free-form gaming at its finest.

11 PRINCE OF PERSIA THE SANDS OF TIME 91





UBI SOFT NGC/90

Cunning puzzles and excellent levels make this a classic 3D platformer. It absolutely *reeks* of quality.

12 WAVE RACE BLUE STORM 91







NINTENDO NGC/67

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer with *the* most incredible water effects.

13 VIEWTIFUL JOE 90







CAPCOM NGC/84

Distinctive side-scrolling 2D beat-'em-up in which you feel you're editing a movie while you're playing a game.

14 METAL GEAR SOLID THE TWIN SNAKES 90







KONAMI NGC/91

This game's an old one, but the updated graphics and gameplay make the Snake snuff-fest a Gamecube essential.

15 BURNOUT 2 90



ACCLAIM NGC/80

B2 takes the best bits of the first game – speed and collisions – and welds them onto more modes than you can eat.

16 PHANTASY STAR ONLINE 90





ATARI ■ NGC/78

Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing and item collection.

17 1080° AVALANCHE 90



NINTENDO NGC/89

Fewer tricks involved than in *SSX3* – more of a snowboard racer than an extreme sports title. You'll grow to love it.

18 WORMS 3D 90



SEGA ■ NGC/87

Turn-based strategy, but loopier than a tin of spaghetti hoops. The worms go 3D – all you need for fun is three homicidal friends.

19 SKIES OF ARCADIA LEGENDS 90



ATARI ■ NGC/81

Vast RPG ported from the Dreamcast. "It'll take away a chunk of your life and you won't want it back", says a man versed in such things.

20 CONFLICT DESERT STORM 2 90





SCI ■ NGC/86

Sandy warmongering. You're not allowed to let any of your men die in this sequel, which leads to all sorts of life-saving heroic gameplay.

TOP TEN GBA GAMES





1 ADVANCE WARS 1 & 2
Cute-looking turn-based strategy, with a frighteningly addictive, super-challenging core. Honestly, it's better than it sounds. AW2 is essentially Advance Wars 1.5, but it's tweaked to perfection.



2 WARIO WARE
Imagine the simple graphics and gameplay of Game & Watch fired at you in five-second bursts. Loopy fun that you'll keep returning to.



3 MARIO & LUIGI SUPERSTAR SAGA
An RPG with puzzle and platform elements starring our two top plumbers.

4 THE LEGEND OF ZELDA: A LINK TO THE PAST
One of the most memorable outings for Link (alongside *Ocarina of Time*). Comes with bonus *Four Swords* multiplayer adventure.



5 SUPER MARIO ADVANCE 2
This tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever.



6 POKÉMON RUBY & SAPPHIRE
The same structure as before – catch 'em all, send 'em into battle – but still the most entertaining RPG out there…



7 MARIO KART SUPER CIRCUIT
Nicks the best bits from the SNES and N64 versions, and if you've got four friends, GBAs and cables, they can play too.



8 METROID FUSION ZERO MISSION
Everything that has ever made *Metroid* great can be found in these two games. A sprawling environment littered with enemies and an imposing difficulty level.

9 HARVEST MOON
A slow burner, *HM: Friends of Mineral Town* is a farming/charming sim to die for. It'll last you months.

10 STREET FIGHTER ALPHA 3
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player.

NGC DIRECTORY

Your at-a-glance guide to every other PAL title on Gamecube.

HOW IT ALL WORKS

Title, score, publisher and where to find the review.

WARIO PARTY 88
WAHSOFT ■ NGC/00
Tipsy on Toad's cola, Wario goes on a quest to find someone to fondle under the coat pile. Waah ha... oh!

A brief outline of what to expect and whether you should consider it...

18 WHEELER PRO AMERICAN TRUCKER 48
ACCLAIM ■ NGC/68
Drive your truck and avoid 'smokey'. The arcade version with the sit-in cabinet was better.

2002 FIFA WORLD CUP 30
EA ■ NGC/69
As much fun as being told your parents have been killed in a car crash and then contracting Weil's Disease.

ACE GOLF 74
EIDOS ■ NGC/74
A highly enjoyable, relaxing sticksie-ball game that treads the middle-ground between fun and serious.

AGGRESSIVE INLINE 81
ACTIVISION ■ NGC/72
Hawk's alterno-clone – you skate around massive arenas, 'busting' tricks on a pair of 'roller-boots'.

ASTERIX AND OBELIX XXL 32
ATARI ■ NGC/95
Bollix! A complete waste of your, and the developers', time and money. Run, jump, collect – YAWN!

ATV QUAD POWER RACING 2 70
ACCLAIM ■ NGC/77
Wave Race on land with farming utility vehicles. Competent, but there's superior racing fare out there.

BALDUR'S GATE DARK ALLIANCE 80
VIVENDI ■ NGC/81
Dungeon-slashing adventurising with fewer numbers and a special two-player flavour. Actually quite good.

BARBARIAN 70
VIRGIN ■ NGC/72
A button-mashing fantasy battler complete with fully-smashable arenas. Fun, but not as good as *Smash Bros.*

BATMAN: DARK TOMORROW 15
KEMCO ■ NGC/81
For ages, Gamecube's most arse-clenchingly bad title. Clunky, dull, gameplay-free superheroics.



BATMAN: RISE OF SIN TZU 45
UBI SOFT ■ NGC/88
Repeated bashing that would've been great 15 years ago. It's okay, but only just. Batman deserves better.

BATMAN VENGEANCE 70
UBI SOFT ■ NGC/67
Cel-shaded platforming cartoon bat-action. One of the first Cube games – it's looking pretty ropy already.

BEACH SPIKERS 79
ATARI ■ NGC/72
Volleyball on sand. Addictive with four players, but the single-player's longevity lets the side down.

BEYBLADE: SUPER TOURNAMENT BATTLE 10
ATARI ■ NGC/88
For £40, we'll come and cheesegrater your eyes. It's more fun and lasts longer than this spinning top sim.

BEYOND GOOD AND EVIL 86
UBI SOFT ■ NGC/90
Beautifully realised adventure in which heroine Jade has to keep track of wildlife under alien attack.

BIG AIR FREESTYLE 28
ATARI ■ NGC/75
Another awful off-road bike title, the kind that makes you want to cry the second you've started playing.

BIG MUTHA TRUCKERS 71
EMPIRE ■ NGC/83
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by wall-eyed hillbillies.

BILLY HATCHER & THE GIANT EGG 86
SEGA ■ NGC/87
Rescue the Chicken Elders by rolling an egg around and smacking bad guys with it. Hatch it while you can!

BIONICLE 29
EA ■ NGC/87
Diabionicle, more like. Tedious and fiddly with a duff camera and no incentive to keep playing.

BLACK & BRUISED 66
MAJESCO ■ NGC/81
Looks great and you've 19 boxer careers to play through, but the sound's rotten and it lacks depth.

BLOOD OMEN 2 LEGACY OF KAIN 72
EIDOS ■ NGC/77
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire Kain is awake and hungry.

BLOOD RAYNE 65
VIVENDI ■ NGC/79
Vampire fun. Dismember Nazis, fire period weaponry, and battle an *evil priest* driving an *armoured pulpit.*

BLOODY ROAR: PRIMAL FURY 74
ACTIVISION ■ NGC/68
Competent morphing-into-animals fighting antics, but *Capcom vs SNK* and *Mortal Kombat* have surpassed it.

TOP FIVE PLATFORM GAMES

SUPER MARIO SUNSHINE
A tour-de-force of everything good gaming should be.

LUIGI'S MANSION
Yes. it's a little easy to polish off, but you'll enjoy every second.

RAYMAN 3 HOODLUM HAVOC
Can't touch *Sunshine*, but it's entertaining and looks 'the bomb'.

WARIO WORLD
Not that tough to beat, admittedly, but still bags of fun.

SONIC MEGA COLLECTION
The best hedgehog games in existence on one tiny disc.

TOP FIVE RACING GAMES

MARIO KART: DOUBLE DASH!!
Single-player mode looks as cute as ever, but is rock hard.

F-ZERO GX
Expertly crafted arcade fun. Really rockets along.

WAVE RACE BLUE STORM
Classic Nintendo action with dazzling water effects.

BURNOUT 2
Fast car racing combined with steel-crunching crashes.

EXTREME G 3
The weapons are what make this future racer shine.

BMX XXX 48
ACCLAIM ■ NGC/76
Childish, boring BMX game featuring strippers showing you their nipples. Get a girlfriend instead.

BOMBERMAN GENERATIONS 70
VIVENDI ■ NGC/76
Yet another update of the arson franchise. Single-player is tedious; four-player is addictive as ever.

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS 70
VIVENDI ■ NGC/86
Lacking in essential Buffiness, and not just because the Gellar girl didn't voice it. Good, but not great.

BURNOUT 86
ACCLAIM ■ NGC/67
With spectacular crashes and perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

CAPCOM VS SNK 2 EO 79
CAPCOM ■ NGC/72
A great game, but purist retro freaks will want to fork out for a clunky arcade stick to get the most from it...

CARMEN SANDIEGO: SECRET OF THE STOLEN DRUMS 70
BAM! ■ NGC/92
Reasonable edutainment title, which sees junior gamers globetrotting after an art thief.

CASTLEWEEN 16
WANADOO ■ NGC/81
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on.

CEL DAMAGE 60
EA ■ NGC/68
Cel-shaded car-combat game in the vein of violent cartoons. Too manic and confusing for its own good.

CONFLICT DESERT STORM 89
SCI ■ NGC/80
Tense and teeth-gritting, with a great co-op mode. Brain-based fun for those nuclear winter evenings.

CRASH BANDICOOT THE WRATH OF CORTEX 40
VIVENDI ■ NGC/75
One of the worst ports we've seen – of a game that was a load of crap to begin with! Avoid like death.

CRASH NITRO KART 53
VIVENDI ■ NGC/89
The basic graphics and cheaty CPU karters are bad, but the loading times are ridiculous. Buy *Mario Kart.*

CRAZY TAXI 70
ACCLAIM ■ NGC/67
A title that's so old, it's been included as a minigame in *GTAIII*. Creaky graphics, but still good fun.

DAKAR 2 79
ACCLAIM ■ NGC/80
Driving around in a vast expanse of dirt for days on end? *Dakar 2* manages to make this pretty good fun.

DARK SUMMIT 51
THQ ■ NGC/69
SSX Tricky with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

DAVE MIRRA 2 FREESTYLE BMX 75
ACCLAIM ■ NGC/67
Pornography-free, good, moto-cross game. Slick, with big arenas – but will only appeal to the BMX hardcore.

DIE HARD VENDETTA — 80
VIVENDI ■ NGC/74
Shoot holes in people who look like terrorists, so the US can enjoy one more night of guiltless slumber.

DEAD TO RIGHTS — 60
EA ■ NGC/83
Mindless ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

DEFENDER — 50
MIDWAY ■ NGC/79
Pointless 3D update that makes one of the hardest-core arcade classics easy and, by extension, depressingly dull.

DEF JAM VENDETTA — 87
MAJESCO ■ NGC/82
Wrestling thumpfest featuring all your favourite hip-hop artistes. Bone-crunching moves and 'sick' beats.

DISNEY'S EXTREME SKATE ADVENTURE — 74
DISNEY ■ NGC/85
Neither extreme nor adventurous, but fine for people not up to *Tony Hawk's*, like your little brother or nan.

DISNEY'S HIDE & SNEAK — 25
CAPCOM ■ NGC/92
Mickey hides in things and sneaks past enemies. Stealth-action without any action. Tedious. Terrible.

DISNEY'S MAGICAL MIRROR — 26
DISNEY ■ NGC/73
The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

DISNEY SPORTS BASKETBALL — 55
KONAMI ■ NGC/82
Strip away the franchise and it's another simple Sports title. Soon to follow: *Disney Sports Russian Roulette*.

DISNEY SPORTS FOOTBALL — 69
KONAMI ■ NGC/76
This isn't anywhere near as bad as you may think. It's an amusing, simple footie game for younger gamers.

DISNEY'S PARTY — 56
EA ■ NGC/86
Mickey and chums in a mildly entertaining party game – but would you pay £30 to be mildly entertained?

DISNEY SPORTS SKATEBOARDING — 64
KONAMI ■ NGC/80
The Mouse and his irritating friends try 'busting tricks'. Walt must be spinning in his cryogenic pod.

DONALD DUCK GOIN' QUACKERS — 32
UBI SOFT ■ NGC/68
Like *Crash Bandicoot*, but with The Duck in charge, going bthackakackth. Also total rubbish.

DOSHIN THE GIANT — 62
NINTENDO ■ NGC/74
Quirky title that puts you in charge of a giant man who must help/hinder islanders. A little short-lived.

DRAGON BALL Z: BUDOKAI — 43
ATARI ■ NGC/87
Dated fighter where the characters move as though their feet are lead-plated. Avoid even if you're a DBZ fan.

DRAGON'S LAIR 3D — 48
THQ ■ NGC/91
As fiendishly unforgiving as the original, but no fun at all. For nostalgia freaks only.

TOP FIVE FIGHTING GAMES



SOUL CALIBUR 2
Gorgeous Link-fuelled beat-'em-up from fight kings Namco.

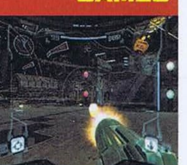
SUPER SMASH BROS MELEE
All your favourite Ninty types pounding each other's faces in.

VIEWTIFUL JOE
The only one-player beat-'em-up in our top five. Stunning.

DEF JAM VENDETTA
The wrestling game that appeals to non-grapple fans as well.

MK DEADLY ALLIANCE
"Mind if I remove your spleen?" "Ooh, go on – finish me."

TOP FIVE SHOOTING GAMES



METROID PRIME
Tough as nails shooting-heavy sci-fi adventure.

TIME-SPLITTERS 2
Class first-person shooting from the *GoldenEye* boys.

STAR WARS ROGUE LEADER
Looks great and lacks the ropy on-foot sections of the sequel.

XIII
Euro-shooter with comic-book looks and very serious violence.

IKARUGA
A pure arcade shooter that's tougher than most.

DRIVEN — 60
BAM ■ NGC/68
Very basic, short game of the bad film about driving fast in a circle. Filling up bargain bins as we speak.

DR MUTO — 70
MIDWAY ■ NGC/79
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles.

DROME RACERS — 46
EA ■ NGC/85
Brings absolutely nothing new to racing, and doesn't manage to do the old stuff with any flair either.

EGGO MANIA — 49
KEMCO ■ NGC/72
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga.

ENTER THE MATRIX — 73
ATARI ■ NGC/81
Take the red pill and find out how disappointing this movie tie-in is. We were expecting something special.

ESPN INTERNATIONAL WINTER SPORTS 2002 — 37
KONAMI ■ NGC/67
Combines tiresome button-mashing with equally dull timing and precision exercises. Dull.

ETERNAL DARKNESS — 89
EA ■ NGC/74
A Lovecraftian yarn of ancient evils told through 12 playable characters and an innovative magic system.

EVOLUTION SKATEBOARDING — 78
KONAMI ■ NGC/79
Snazzy-looking *Hawk's* clone, but then, who wants an Elvis impersonator if the King's in town?

EVOLUTION SNOWBOARDING — 23
KONAMI ■ NGC/79
Fight bad guys while sliding down a hill. Worse than *Dark Summit*. Games like this should be made illegal.

EXTREME G3 — 85
ACCLAIM ■ NGC/67
An underrated gem, offering speed, huge tracks, ingenious weaponry and eye-sparkling visuals.

F1 2002 — 67
EA ■ NGC/71
Rock-hard racing your dad will enjoy. Also features humourless Hun driving robot Schumacher version 1.0.

F1 CAREER CHALLENGE — 81
EA ■ NGC/83
Packed representation of the glamorous world of F1 team management. You can take the cars for a spin too.

FIFA FOOTBALL 2003 — 83
EA ■ NGC/75
EA finally remember how good football games are made. Actually better than *ISS 2*. A vast improvement.

FIFA FOOTBALL 2004 — 85
EA ■ NGC/87
It wasn't broken, but EA fixed it anyway, slinging in more stats, new animations and a great Career mode.

FINAL FANTASY CRYSTAL CHRONICLES — 86
NINTENDO ■ NGC/91
Beautiful looking, but with expensive hardware needs. An ambitious multiplayer RPG that mostly works.

FINDING NEMO — 65
THQ ■ NGC/86
Horrible loading times and stuttering graphics spoil what could have been enjoyable for rugrat gamers.

FIREBLADE — 59
MIDWAY ■ NGC/77
Brain-free 'copter game that'll appeal to military-obsessed psychos and fans of 80s Vietnam war films.

FREEDOM FIGHTERS — 83
IO ■ NGC/86
Blast invading Russian commies intent on taking over the US. Realistic? Not on your nelski. Fun? Oh da.

FREEKSTYLE — 52
EA ■ NGC/74
If you own *SSX Tricky*, you've no need for this tired and recycled (hah!) *SSX*-on-bikes nonsense.

FROGGER BEYOND — 59
KONAMI ■ NGC/80
The trend for 'improving' ancient games by making them 3D taken to its most extreme conclusion.

GAUNTLET: DARK LEGACY — 25
MIDWAY ■ NGC/68
We'd be far more comfortable with this if we'd had it inserted rectally. An insult to the memory of a classic.

GLADIUS — 70
ACTIVISION ■ NGC/88
Persevere with the tutorials and odd glitches – there's a rewarding strategy title buried under the graphics.

GOBLIN COMMANDER UNLEASH THE HORDE — 72
JALECO ■ NGC/92
Lead your rather small army of grunts to victory in this entertaining (if slightly simple) RTS.

GODZILLA: DESTROY ALL MONSTERS MELEE — 68
ATARI ■ NGC/74
Stompy monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

GOTCHA FORCE — 69
CAPCOM ■ NGC/90
Repetitive robot collect-'em-up battler which is actually pretty good fun, if a tad simple and repetitive.

HARRY POTTER AND THE CHAMBER OF SECRETS — 78
EA ■ NGC/76
Attractive and competent adaptation of Potter's film – but rather easy. Only die-hard wizard fans need apply.

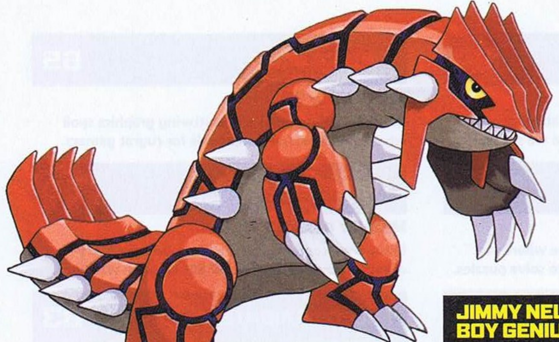
HARRY POTTER AND THE PHILOSOPHER'S STONE — 70
EA ■ NGC/89
Out on PS2 before *CoS*, now out on Cube with graphics nabbed from *CoS*. At least the game's simple…

HARRY POTTER AND THE PRISONER OF AZKABAN — 79
EA ■ NGC/95
The Potter games keep getting better – this'd be fun even without Harry. The controls let it down a tad.

HARRY POTTER QUIDDITCH WORLD CUP — 62
EA ■ NGC/88
Potter fans will love the details, but as a sports game, this broom-based title is one to sweep under the rug…

THE HOBBIT — 58
VIVENDI ■ NGC/88
Competent enough cutesy adventure but somehow not interesting, despite elves and dragons and dwarves.

DIRECTORY
Every Gamecube game ever... rated!



HOT WHEELS HIGHWAY 35 WORLD RACE 33
THQ ■ NGC/90
Ugly, gaudy and slow racer. Oh, and the handling's rubbish. Too boring to have a place on your Cube.

HOT WHEELS VELOCITY X 45
THQ ■ NGC/75
Basic racing/car-combat game based on plastic toys. Strictly for the very, very young. Or very stupid.

HULK 65
VIVENDI ■ NGC/82
Get angry, turn green, and SMASH your way through puny soldiers. Also stealth sections with Bruce Banner.

IKARUGA 85
ATARI ■ NGC/80
Old-style shooter – originally designed for robots, now available for human consumption. Very, *very* hard.

ISS 2 83
KONAMI ■ NGC/68
A winning formula tarnished with unnecessary 'improvements'. Good – but also a step backwards.

ISS 3 78
KONAMI ■ NGC/82
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode.

THE ITALIAN JOB: LA HEIST 54
EIDOS ■ NGC/85
So short, even games goobers can finish it. The lack of variety doesn't help. A mini game in every respect.

JAMES BOND 007 AGENT UNDER FIRE 70
EA ■ NGC/70
Workaday gameplay dressed up in off-the-peg shooter upholstery, shooting baddies with ping-pong balls.

JAMES BOND 007 EVERYTHING OR NOTHING 68
EA ■ NGC/91
Barely above average, this not-based-on-a-film film tie-in is only redeemed by 007's winning personality.

JAMES BOND 007: NIGHTFIRE 72
EA ■ NGC/75
The best Bond game on Gamecube so far, but the visuals can't hide an FPS that's lacking overall.

JEDI KNIGHT II 67
ACTIVISION ■ NGC/75
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious.

JEREMY MCGRATH SUPERCROSS WORLD 20
ACCLAIM ■ NGC/69
Like a nightmare about doing cross-country wearing steel-wool pants and barbed wire flip-flops.

JIMMY NEUTRON BOY GENIUS 18
THQ ■ NGC/78
Tedious, sorry, devoid-of-inspiration 'puzzle' game that actually manages to out-borify *Universal Studios*.

JIMMY NEUTRON JET FUSION 71
THQ ■ NGC/89
Jimmy's second game is a big improvement. A simple platformer good for younger gamers.

JUDGE DREDD DREDD VS DEATH 84
VIVENDI ■ NGC/89
An atmospheric, exciting shooter made better by the presence of the Big Chin himself, Judge Dredd. Drokk!

KELLY SLATER'S PRO SURFER 75
ACTIVISION ■ NGC/73
Same old trick-based extreme-sports, but this time in tubes made of water. Quite good fun, for a while.

KIRBY AIR RIDE 51
NINTENDO ■ NGC/85
Simplistic, unremarkable and undemanding. We *don't* hate Kirbs, but this on-rails racer makes us start to...

KNOCKOUT KINGS 2003 79
EA ■ NGC/75
If the arcadey nature of *Rocky* doesn't sit that well with you, give this face-smashing simulator a go instead.

LEGEND OF ZELDA OOT MASTER QUEST 81
NINTENDO ■ NGC/80
The GC is capable of so much more – but if you didn't send Ganondorf packing years ago, do it now. NOW!

LEGENDS OF WRESTLING 47
ACCLAIM ■ NGC/69
Bringing back old-skool 'rasslers' isn't enough to make this any good. A shambolic licensing cash-cow.

LEGENDS OF WRESTLING II 50
ACCLAIM ■ NGC/76
Yet another travesty of a wrestling game, but made marginally better by the addition of Big Daddy.

LOONEY TUNES BACK IN ACTION 56
EA ■ NGC/90
Irritating monkey-collecting platformer. You'll find yourself wearing a tinfoil hat to stop all the voices.

THE LORD OF THE RINGS THE RETURN OF THE KING 86
EA ■ NGC/87
More playable characters, including Gandalf, and less button-mashing make an epic, very enjoyable sequel.

THE LORD OF THE RINGS THE TWO TOWERS 68
EA ■ NGC/78
Repetitive hacking game with RPG overtones. Guide your man through levels making goblin prosciutto.

LOST KINGDOMS 86
ACTIVISION ■ NGC/70
Collect, er, cards, and battle monsters with them in fantasy landscapes. The sequel does it better, though.

TOP FIVE ADVENTURE/ RPGS



ZELDA: THE WIND WAKER
Phenomenal. A reason to own Gamecube itself.

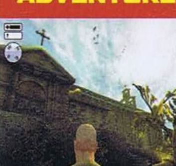
METROID PRIME
Tough as nails shooting-heavy sci-fi adventure. Again.

PHANTASY STAR ONLINE
A number-cruncher that turns epic with a bit of t'internet.

SKIES OF ARCADIA LEGENDS
If 'classic' RPGs are your bag, this boy'll be a sackful of joy.

LOST KINGDOMS II
Polished RPG with card collecting elements. Neat.

TOP FIVE ACTION ADVENTURE



HITMAN 2
Compelling assassin sim that kills the competition dead.

MGS: THE TWIN SNAKES
Beautifully updated version of Solid Snake's first outing.

RESIDENT EVIL
A superior zombie-cruncher with slightly niggly controls.

ETERNAL DARKNESS
Another Nintendo exclusive that never fails to entertain.

SPLINTER CELL
Captivating stealth-laced adventure from the hand of Tom Clancy.

LOST KINGDOMS 2 87
ACTIVISION ■ NGC/81
Set 200 years after the events of the first game. It's more satisfying, but it's still on the frothy side.

LUIGI'S MANSION 88
NINTENDO ■ NGC/67
Luigi stars in this short, but ace, fantastically playable combination of *Super Mario World* and *Ghostbusters*.

MADDEN NFL 2004 87
EA ■ NGC/85
Great stuff – a satisfying and accessible version of the sport for new *and* experienced Yankee Egg Chasers.

MARIO GOLF TOADSTOOL TOUR 85
NINTENDO ■ NGC/95
Not as deep and stat-tastic as Tiger Woods, but offers far more in the way of instant, easily accessible fun.

MARIO PARTY 4 68
NINTENDO ■ NGC/75
Disappointing. Not bad if you're in the mood for party fun, but it's done little to improve on the originals.

MARIO PARTY 5 80
NINTENDO ■ NGC/89
A much better boardgame from Mazza, although the new Capsule system can slow things down a lot.

MAT HOFFMAN'S PRO BMX 2 70
ACTIVISION ■ NGC/75
A decent extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

MEDAL OF HONOR FRONTLINE 74
EA ■ NGC/75
FPS set during World War II. Looks ropy in places, but it's atmospheric and highly enjoyable.

MEDAL OF HONOR RISING SUN 67
EA ■ NGC/88
Looks so old, it should come with Werthers Originals, and both allies and enemies are a bit thick. Disappointing.

MEGA MAN NETWORK TRANSMISSION 59
CAPCOM ■ NGC/84
Here's an idea: take a great GBA game, strip the good bits out and put the resulting platformer on GC.

MEN IN BLACK II ALIEN ESCAPE 45
ATARI ■ NGC/78
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie. Did we mention it's rubbish?

METAL ARMS GLITCH IN THE SYSTEM 82
VIVENDI ■ NGC/88
Well-designed bottylicious shooter. It's big and it's extremely tough. And we all love robots with guns, eh?

MICRO MACHINES 57
ATARI ■ NGC/78
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is no exception.

MINORITY REPORT 39
ACTIVISION ■ NGC/77
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie.

MISSION: IMPOSSIBLE OPERATION SURMA 69
ATARI ■ NGC/93
More accomplished than the terrible first *M:I* title, but lacking in flexibility and freedom somewhat.



MORTAL KOMBAT DEADLY ALLIANCE 80
MIDWAY ■ NGC/77
The best *Kombat* yet! The blood-soaked spine-ripping yarn finally gets the update it deserves on Gamecube.

MX SUPERFLY 63
THQ ■ NGC/73
Handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

MYSTIC HEROES 71
THQ ■ NGC/75
Simplistic 3D *Gauntlet*-style slasher that's somehow entertaining and charming. Well, Geraint thinks so.

NBA 2K3 85
ATARI ■ NGC/79
Puts all other basketball games to shame. Great gameplay complements an engrossing Career mode.

NBA COURTSIDE 2002 79
NINTENDO ■ NGC/68
The second-best basketball sim available, but it's still lacking. Strictly for hardcore fans of the Ball of B.

NBA LIVE 2003 70
EA ■ NGC/75
The yearly EA update. Solid gameplay; lots of lovely numbers; otherwise not much different from last year.

NBA LIVE 2004 86
EA ■ NGC/88
This year's *NBA Live* has tighter controls and a vastly improved Dynasty mode. A tad soulless, mind.

NBA STREET VOL 2 88
EA ■ NGC/84
Almost negates the need for realistic sports sims – and all for half the price of real basketball trainers.

NEED FOR SPEED 2 HOT PURSUIT 69
EA ■ NGC/74
Ironically slow racer. A lazy port has ruined what was originally a pretty entertaining franchise.

NEED FOR SPEED UNDERGROUND 77
EA ■ NGC/88
Aargh! I can't see… oh, that's the graphics. This street racer needs a bit more attention to detail, we feel.

NFL 2K3 86
ATARI ■ NGC/79
A meaty gridiron sim that could even threaten *Madden*. Management bits don't detract from the gameplay.

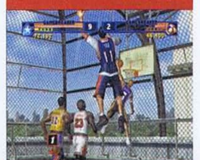
NFL STREET 79
EA ■ NGC/90
American footie hits the streets. The Challenge mode and four-player are great. It'll take ages if you're duff.

NHL 2003 64
EA ■ NGC/75
A realistic approach to ice hockey which isn't particularly fast or – more importantly – fun.

NHL 2004 57
EA ■ NGC/85
Behind-the-scenes additions don't compensate for the terrible frame rate on the ice. Play it at your peril.

NHL 2K3 72
ATARI ■ NGC/80
Complicated ice hockey title with stodgy gameplay. Similar to *NFL 2K3*, but doesn't quite pull it off.

TOP FIVE SPORTS SIMS



NBA STREET VOL 2
An off-the-wall b-ball title which puts more serious games to shame.

MADDEN NFL 2004
Forget soccer, Madden's still delivering the best pitch-based entertainment on the Gamecube.

NBA LIVE 2004
EA's superb 'serious' basketball title.

FIFA 2004
The best *FIFA* yet.

TIGER WOODS PGA TOUR 2004
The final entry in our sports game listing is both a) another EA game and b) a golf game. It's ace.

TOP FIVE EXTREME SPORTS GAMES



1080° AVALANCHE
More refined and robust than *SSX*.

SSX3
Fantastic sequel with plenty of challenge. More stunts than *1080°* – but not *quite* as polished a racer.

TONY HAWK'S PRO SKATER 3
Absorbing wheel-'em-up. *Tony Hawk's 4*'s worth a look too.

AGGRESSIVE INLINE
Roller boot-based *Hawk's* style action.

EVOLUTION SKATEBOARDING
Another *Hawk's* clone that's solidly put together.

NHL HITZ 20-02 79
MIDWAY ■ NGC/67
Exaggerated ice hockey title in a similar vein to *Red Card*, where the sticks aren't just for hitting the puck.

NHL HITZ 20-03 65
MIDWAY ■ NGC/74
Another year, another dose of frantic ice action. Not much cop on the original, mind.

PAC MAN WORLD 2 70
EA ■ NGC/78
The Pac is back for hilarious retro-themed platforming fun. Shamelessly pilfers everything from *Mario 64*.

PAC MAN VS 80
NAMCO ■ NGC/90
You have to buy an inferior game to get this multiplayer gem. Innovative but ultimately basic.

PHANTASY STAR ONLINE EPISODE III 82
SEGA ■ NGC/94
Possibly the best all-out shooter on Gamecube, while online play makes it uniquely rewarding.

PIKMIN 86
NINTENDO ■ NGC/80
Created using textures from Shigsy's own garden. A wonderful RTS with multicoloured vegetable men.

PITFALL THE LOST EXPEDITION 48
ACTIVISION ■ NGC/92
Colourful but short and shoddily-put-together platformer starring a hero from days of yore.

P.N.03 77
CAPCOM ■ NGC/84
This super-stylish shooter with its dancing heroine is only marred by dull bosses and design.

POKÉMON CHANNEL 24
NINTENDO ■ NGC/92
Watch really rubbish telly with Pika. Because that's what having a good time is all about…

POKÉMON COLOSSEUM 84
NINTENDO ■ NGC/93
Not the epic RPG we expected, but it's fun enough and Colosseum mode will last you forever.

POOL PARADISE 80
IGNITION ■ NGC/92
Actually quite good tropical-themed pool sim – and you get to play more than boring old nine-ball.

PRO RALLY 2002 58
UBI SOFT ■ NGC/74
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling.

PRO TENNIS WTA TOUR 48
KONAMI ■ NGC/74
The only tennis game on 'Cube so far, but with rubbish non-analogue controls and distinctly whiffy visuals.

PUYO POP FEVER 80
SEGA ■ NGC/91
Blob-bursting puzzle fun. It's nothing very new, but still a great puzzle title. The sort of thing girls love.

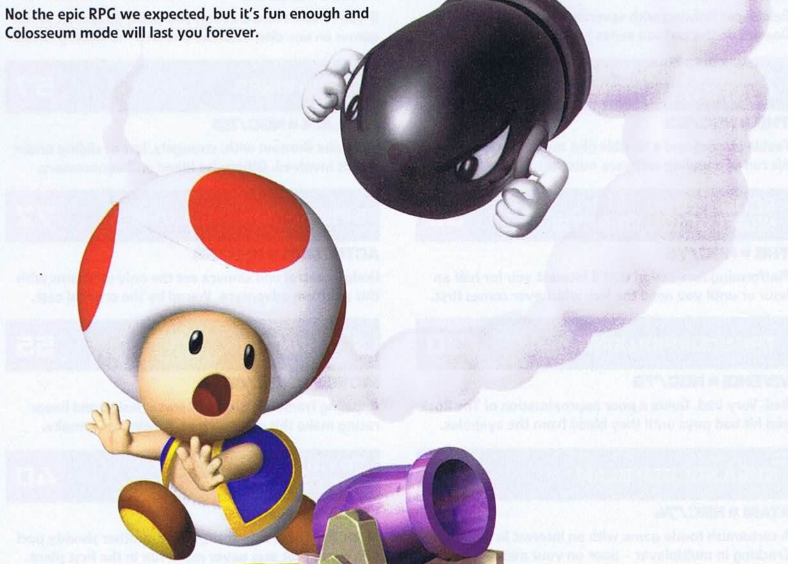
RAINBOW SIX 3 65
UBI SOFT ■ NGC/96
You can play this like a single-character stealth title, giving you no incentive to use your team. Poor.

RALLY CHAMPIONSHIP 74
SCI ■ NGC/78
Solid, does all the things a rallying game should. Should do the job until *McCrae* sees the light of day.

RAYMAN 3: HOODLUM HAVOC 84
UBI SOFT ■ NGC/78
The limbless French Freak™ has the last laugh with a game that, insists our correspondent, is actually good.

RED CARD 20-03 78
MIDWAY ■ NGC/71
Violent football game where you mince opponents with stud and fist until the meat shows.

RED FACTION II 66
THQ ■ NGC/82
Shoot capitalist scum in the face and blow some holes in walls in this distinctly average brown fighting game.



DIRECTORY
Every Gamecube game ever… rated!

REIGN OF FIRE — 59
BAM ■ NGC/76
A poor game of a poor film, even if you do get to burn stuff. Nice ideas ruined by dodgy physics and controls.

RESIDENT EVIL ZERO — 85
CAPCOM ■ NGC/78
Ditches the solo formula for a two-character system. Great set-pieces, looks lovely… more *Resi*, basically.

RESIDENT EVIL — 89
CAPCOM ■ NGC/72
The classic zombie horror-fest, with stunning visuals and a brilliant storyline. Controls are still crap, though.

RESIDENT EVIL 2 — 62
CAPCOM ■ NGC/81
Experience the shambling, undead terror of original PSone graphics! Revisit Leon and Claire for just… £30!

RESIDENT EVIL CODE: VERONICA X — 70
CAPCOM ■ NGC/91
A very late post of this two-character game. Solid *Resi* gameplay and a great plot are the big draws.

RESIDENT EVIL: NEMESIS — 65
CAPCOM ■ NGC/81
Braaaaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiinnnnnnnnnnnnnnnnnnsssssssssssssssssssss! Etcetera.

ROBOTECH BATTLECRY — 77
TDK ■ NGC/77
Stompy robots go to war in the game of the Japanese cartoon. Not bad, as far as stompy robot games go.

ROCKY — 78
RAGE ■ NGC/74
A solid fighter where you guide Rockies one to five to greatness. Top two-player, loads of unlockable extras.

ROGUE OPS — 62
KEMCO ■ NGC/90
The spirit of Joanna Dark lives on – but only just – in the form of Nikki Connors. Nowhere near as good, mind.

SAMURAI JACK THE SHADOW OF AKU — 50
SEGA ■ NGC/94
Below-par fighting with severely limited fighting. Doesn't do the cartoon series justice.

SCOOBY DOO MYSTERY MAYHEM — 31
THQ ■ NGC/93
Feeble puzzles and a terrible plot mean Scoob continues his run of appaling software mistakes. Rooby Ron't!

SCOOBY DOO NIGHT OF 100 FRIGHTS! — 36
THQ ■ NGC/75
Platforming non-action that'll interest you for half an hour or until you need the loo; whichever comes first.

THE SCORPION KING — 30
VIVENDI ■ NGC/75
Bad. Very bad. Guide a poor approximation of The Rock and hit bad guys until they bleed from the eyeholes.

SEGA SOCCER SLAM — 67
ATARI ■ NGC/74
A cartoonish footie game with an interest in violence. Cracking in multiplayer – poor on your own.

SERIOUS SAM NEXT ENCOUNTER — 83
TAKE 2 ■ NGC/94
Cheap, cheerful and fun, although non-stop shooting can get a bit much after a while. Still, for £20…

SHREK 2 — 47
ACTIVISION ■ NGC/95
An innovative co-op mechanism doesn't compensate for the shoddy presentation and dull gameplay.

THE SIMPSONS: HIT & RUN — 80
VIVENDI ■ NGC/87
The Simpsons go all *GTA* and start driving recklessly and doling out the violence. And what's more, it works!

THE SIMPSONS: ROAD RAGE — 52
EA ■ NGC/68
A bad *Crazy Taxi* rip-off, with Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

THE SIMS — 81
EA ■ NGC/79
Addictive people simulating comes to the Cube. A great sense of humour and lots of potential for mischief.

THE SIMS BUSTIN' OUT — 82
EA ■ NGC/89
What's outside the house? Hmm? No longer is your sim confined to his own four walls. Agoraphobics beware.

SMUGGLER'S RUN WARZONES — 78
ROCKSTAR ■ NGC/73
Huge landscapes and fast-paced 'racing' in buggies is let down by repetitive gameplay and awful music.

SONIC ADVENTURE 2 BATTLE — 70
ATARI ■ NGC/67
Sega's annoying mascot on Gamecube, now with an extra dimension added. Does anyone care any more?

SONIC ADVENTURE DX DIRECTOR'S CUT — 38
ATARI ■ NGC/83
A GBA link-up feature for GC, but otherwise a straight port of a game that was rubbish to begin with.

SONIC HEROES — 65
SEGA ■ NGC/91
We *don't* hate Sonic, but if he keeps dishing out these woefully inadequate platformers we might start to.

SONIC MEGA COLLECTION — 70
ATARI ■ NGC/79
If you have a retro craving, you could do worse: seven games on one disc, accurate down to the loading times!

SPEED KINGS — 57
ACCLAIM ■ NGC/83
Wannabe *Burnout* with, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

SPIDER-MAN THE MOVIE — 72
ACTIVISION ■ NGC/69
Dodgy control and camera are the only problems with this platform adventure. Voiced by the original cast.

SPY HUNTER — 55
MIDWAY ■ NGC/68
Appaling frame-rate, nasty course design and linear racing make this one to avoid. A pointless remake.

SPYRO: ENTER THE DRAGONFLY — 40
VIVENDI ■ NGC/75
Much like *Crash Bandicoot*, this is another shoddy port of a game that was never much fun in the first place.

SSX TRICKY — 87
EA ■ NGC/69
Has PS2 written all over it, but excellent. Fast courses, shortcuts and mid-piste scrappage equal FUN.

TOP FIVE MULTI-PLAYER GAMES



MARIO KART DOUBLE DASH!!
The Best Multiplayer Game Ever. We still haven't stopped playing it.

WORMS 3D
Ace fun with ludicrous weapons and a rising tide.

FINAL FANTASY CRYSTAL CHRONICLES
An innovative approach to multiplayer adventuring.

ATSUMARE MADE IN WARIO
Wario Ware made big and multiplayer for the Gamecube. Only available on import, but worth it.

SUPER MONKEY BALL
The second one's slightly better, but they're both really good monkey-rolling fun.

SSX3 — 89
EA ■ NGC/87
Improves over its excellent predecessor with a range of modes, ludicrous tricks and a *huge* mountain.

STAR WARS BOUNTY HUNTER — 68
ACTIVISION ■ NGC/77
The panting, pot-bellied, rubbish space-assassin gets the *Tomb Raider* treatment in this average game.

STAR WARS THE CLONE WARS — 71
ACTIVISION ■ NGC/75
Battlezone-style tank blaster set around Episode II – not as good as *Rogue Leader*, but fun all the same.

STAR WARS ROGUE LEADER — 87
ACTIVISION ■ NGC/68
The most memorable – and the best-looking – Star Wars game yet. The Battle of Hoth will melt your eyes.

STAR WARS: ROGUE SQUADRON 3: REBEL STRIKE — 83
ACTIVISION ■ NGC/88
On-foot bits? Star Wars is about whizzing around in spaceships, not saving some bint with padded ears.

STARFOX ADVENTURES — 72
NINTENDO ■ NGC/74
Adventure that's way too easy and linear. Should have been far better. Hardly a fitting send-off for Rare.

SPAWN ARMAGEDDON — 52
NAMCO ■ NGC/91
Plays like *Devil May Cry*, but nowhere near as good. Lock on, jump, fight, win, look for next fight…

SPHINX AND THE CURSED MUMMY — 69
EUROCOM ■ NGC/91
Some seemingly careless flaws ruin an otherwise fun game – and you're going to love that Mummy!

SPIDER-MAN THE MOVIE 2 — 84
ACTIVISION ■ NGC/96
The feeling of *being* Spider-Man… we've waited a long time for a game that *really* made us feel like a hero.

SPLINTER CELL — 89
UBI SOFT ■ NGC/81
Stealth-fest with a gritty feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM — 32
THQ ■ NGC/89
The plot's weak and the levels are badly designed – and Spongebob himself is nauseating.

THE SUM OF ALL FEARS — 25
UBI SOFT ■ NGC/76
One of the most inept games we've played. Clancy says bury the copies in the desert before anyone notices.

SUMMONER A GODDESS REBORN — 68
THQ ■ NGC/79
Much levelling-up and numbers floating from people's heads. Crappy visuals, but an engrossing adventure.

SUPER BUBBLE POP — 65
JALECO ■ NGC/78
Tetris-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music.

SUPER BUST-A-MOVE ALL STARS — 70
UBI SOFT ■ NGC/89
Bust-A-Move! On your Gamecube! Puzzle fans rejoice – but only buy it if you haven't got a version already.



SUPERMAN: SHADOW OF APOKOLIPS — 60
ATARI ■ NGC/81
Supes redeems himself somewhat with this stylised and maze-free effort based on the animated cartoons.

SUPER MONKEY BALL — 88
ATARI ■ NGC/67
Simian-flavoured update of *Marble Madness*. One of the weirdest, most wonderful Gamecube games around.

SUPER MONKEY BALL 2 — 82
ATARI ■ NGC/78
The apes are back with levels harder of core, and a new story mode involving love, betrayal and banana-theft.

SX SUPERSTAR — 71
ACCLAIM ■ NGC/83
Motocross scrambling, enhanced with a *Def Jam*-style Career mode that involves girlfriend upgrades.

TAK & THE POWER OF JUJU — 69
THQ ■ NGC/92
Ticks all the right platforming boxes and is pleasant enough. But exciting? Not remotely.

TARZAN FREERIDE — 59
UBI SOFT ■ NGC/67
Disney. Platformer. Need we say any more? Jungle-based gameplay with the Seventh Earl of Greystoke.

TAZ WANTED — 52
ATARI ■ NGC/72
Some of the worst level design we've ever seen in this frustrating cel-shaded *Mario*-wannabe platformer.

TEENAGE MUTANT NINJA TURTLES — 40
KONAMI ■ NGC/92
Pick a turtle. Any turtle. They're all the same. A shallow button-basher that should've stayed in the sewer.

TETRIS WORLDS — 38
THQ ■ NGC/73
THQ ruin one of the Best Games Ever by trying to make it 'better'. Will anyone stop these people?

TIGER WOODS PGA TOUR 2003 — 82
EA ■ NGC/75
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way.

TIGER WOODS PGA TOUR 2004 — 84
EA ■ NGC/86
Apart from the ginormous size and a few tweaks for stattoes, it's the same as the last one.

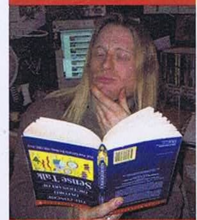
TOM CLANCY'S GHOST RECON — 66
UBI SOFT ■ NGC/79
Clancy has another go at squad-based tactical ops, and this time things run more smoothly. Entertaining stuff.

TONY HAWK'S PRO SKATER 3 — 87
ACTIVISION NGC/67
Mental grinds and stunts backed up by a mountain of extras – if you haven't tried *Hawk's*, do it now.

TONY HAWK'S PRO SKATER 4 — 85
ACTIVISION ■ NGC/75
No time limits and great RPG elements complement the larger areas in *TH4* – a well-tweaked fourquel.

TONY HAWK'S UNDERGROUND — 79
ACTIVISION ■ NGC/88
The latest Hawk's lacks visual polish but the Story mode's been massively improved.

PAUL'S SENSE TALK



BROKEN NOSE?
Some things are impossible – have you ever tried angrily slamming a two-way door?

'SOCIAL' GESTURES
It's funny how people point to their wrists when asking for the time, but not to their crotch when they ask where the toilet is…

BAD START TO THE DAY?
Getting out the wrong side of the bed never really hurt anyone. Unless, of course, one side of your bed is right next to an open window on the fifth floor.

BORED?
Don't curse when time passes too slowly. If it weren't for time, everything would happen at once.

STOP, THINK!
People in glass houses shouldn't throw stones. Neither should they fit non-freestanding oak staircases and a loft conversion.

Do you have more 'sense' than our Sense Master Paul Edwards? You probably do! He wants your Sense Talks, mate!

Send them to him at paul.edwards@futurenet.co.uk or to Sense Talk at the usual address.

TOP ANGLER — 35
XICAT ■ NGC/81
Generic fishing game involving bass, that doesn't even get the basics of its limited genre right. Tiresome.

TOP GUN: COMBAT ZONES — 71
VIRGIN ■ NGC/72
Movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

TY THE TASMANIAN TIGER — 60
EA ■ NGC/76
An average platformer with an Antipodean twist. It's a solid example of the genre but nothing more or less.

TUROK EVOLUTION — 71
ACCLAIM ■ NGC/73
Disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on N64, but serious niggles let the series down.

TRUE CRIME: STREETS OF LA — 75
ACTIVISION ■ NGC/88
Looks great, but can be fiddlier than a violinists' convention. As close as you'll get to *GTA* on 'Cube.

UFC THROWDOWN — 51
UBI SOFT ■ NGC/73
Freestyle thump-fest, where you lead your oily man to victory in some Greek-style athletic contest.

UNIVERSAL STUDIOS — 24
KEMCO ■ NGC/67
Anyone who makes a game involving picking up litter should be stuffed into a suitcase and hurled into the sea.

URBAN FREESTYLE SOCCER — 17
ACCLAIM ■ NGC/91
The characters are loathsome and the animation's terrible. A new low for Gamecube sports games.

V-RALLY 3 — 68
ATARI ■ NGC/82
Speedy rallying game that wouldn't be so bad if they'd concentrated on the basics first. Like, er, the steering.

VIRTUA STRIKER 3 V2002 — 55
ATARI ■ NGC/69
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a bobbins game of footie.

WALLACE & GROMIT IN PROJECT ZOO — 70
ACCLAIM ■ NGC/87
Recreates the plasticene duo's world brilliantly. Only a few fiddly bits let this youngsters' platformer down.

WARIO WORLD — 86
NINTENDO ■ NGC/83
The anti-Mario gets his own game. A surreal frenzy of lowbrow humour and monster-hitting. Waah!

WORLD RACING — 19
TDK ■ NGC/94
Huge, with multiple routes, but grotty. Cars pause, the sky vanishes, you can drive on the sea… shoddy.

VEXX — 66
ACCLAIM ■ NGC/79
Well-crafted but unashamedly derivative Mario knockoff. Lots of collecting, dodgy camera.

WORMS BLAST — 63
UBI SOFT ■ NGC/74
Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

WRECKLESS THE YAKUZA MISSIONS — 51
ACTIVISION ■ NGC/75
Drive like a loon and smash up cars and anything else that gets in your way. Sub-*Burnout* nonsense.

WWE CRUSH HOUR — 43
THQ ■ NGC/83
Those magnificent greasy men drive greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

WWE WRESTLEMANIA X8 — 70
ACTIVISION ■ NGC/72
Okay, but with nothing particularly new and a familiar engine. But if you insist on buying these things…

WWE WRESTLEMANIA XIX — 68
ACTIVISION ■ NGC/85
Clumsy interface, limited CAW parts and irritating Story mode. Still, it'll sell loads, no matter what its flaws are.

XGRA — 71
ACCLAIM ■ NGC/89
Okay future racer, hampered by the fact that it's come out at nearly the same time as the superior *F-Zero GX*.

XIII — 86
UBI SOFT ■ NGC/88
A flawed gem of a shooter. Rock-hard in places, with wonderful set pieces and comic-book-style graphics.

X-MEN: NEXT DIMENSION — 55
ACTIVISION ■ NGC/75
Duller than dishwater. Fighting-by-numbers stuff that offers little of interest. Waste of a pretty cool licence.

X-MEN 2 WOLVERINE'S REVENGE — 64
ACTIVISION ■ NGC/82
Is he a man? Is he a wolf? Is he a genetically engineered super-soldier? Fighting with the clawed X-Man.

ZOOCUBE — 50
ACCLAIM ■ NGC/71
Puzzler involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'quack' and 'wah!'



THE GREAT NGC GAMEFINDER

For the benefit of confused grans, clueless little brothers and people so impatient they skip past the title screen: an 'easy'-to-use flowchart that can tell you in minutes (around 43 of them) which Gamecube game you're playing.

NOTE
Not all Gamecube games included. If you don't like it, *you* try frying your brain getting it into a working flowchart, all right?

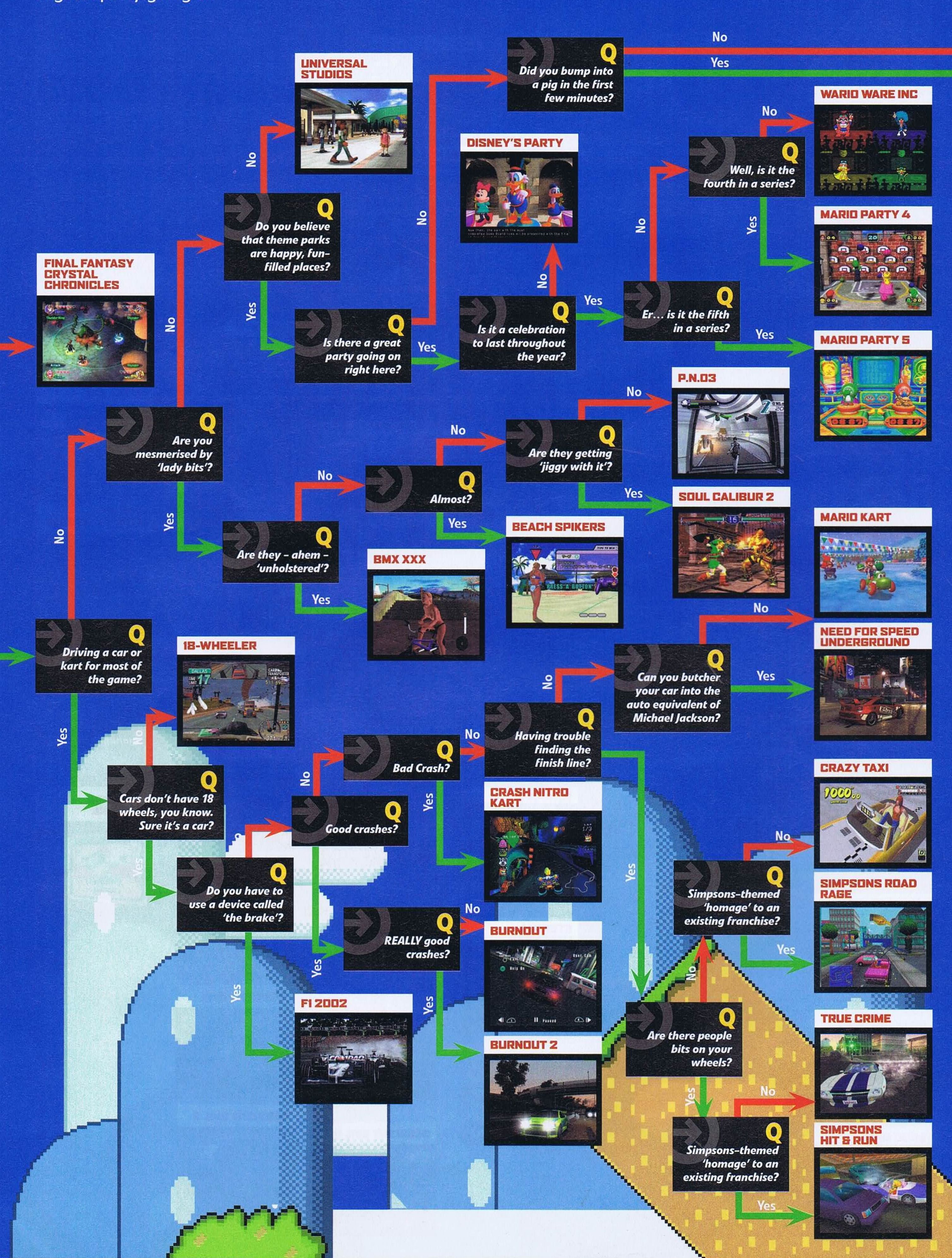
START HERE!
Q: Are you looking at an unnerving screenful of sweating masculoflesh?
- No → Q: Or is it a pleasant game about fish?
  - No → Q: A starring role for any kind of aquatic creature?
    - No → Q: Ah, forget the fish. Is there an emphasis on food?
      - No → Q: Lacks rideable planks and magic hover-machines?
        - No → Q: Sitting comfortably?
          - No →
          - Yes →
        - Yes → Q: Would you dare play this game in earshot of mum?
          - No →
          - Yes →
      - Yes → Q: As in eggs?
        - No → Q: As in turnips, turnips, turnips and more turnips?
          - No →
          - Yes →
        - Yes → Q: Rotten?
          - No →
          - Yes →
    - Yes → Q: The kind that would lose a fight against a skyscraper?
      - No → GODZILLA
      - Yes → Q: Surprisingly 'tasty' for an amphibian?
        - No → FROGGER
        - Yes → TEENAGE MUTANT NINJA TURTLES
  - Yes → Q: Fish we wouldn't dare criticize, Mr Disney Lawyer?
    - No → TOP ANGLER
    - Yes → FINDING NEMO
- Yes → Q: Does it all belong to one man?
  - No → Q: Is it possible to play without humming Eye of the Tiger?
    - No → ROCKY
    - Yes → Q: Wrestling you actually care about?
      - No → Q: Big Daddy?
        - No → LEGENDS OF WRESTLING
        - Yes → LEGENDS OF WRESTLING II
      - Yes → Q: Is it the one with… er… oh, you sort it out.
        - No → WWE XIX
        - Yes → WWE X8
  - Yes → SCORPION KING

Honestly, Madame Greener makes more sense…



GAMEFINDER

'A great party going on'



GAMEFINDER

Honestly, Madame Greener makes more sense…




gamesradar.com
THE UK'S NUMBER ONE GAMES WEBSITE

EXPERT TIPS, TOUGH CHALLENGES, TRIVIA AND MORE

NGC EXTENDED PLAY

DON'T MISS...

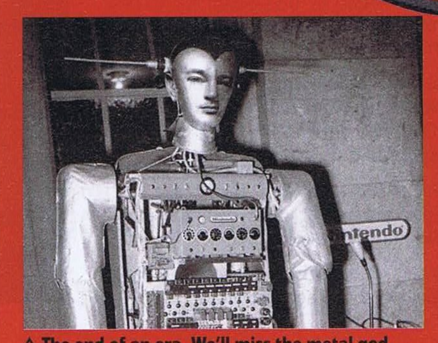


You'll be deadlier than a trainer full of funnelwebs with our *Spider-Man 2* tips. P80

CONTENTS

Play more, laugh more – more fun with games.

CHECK IT!...



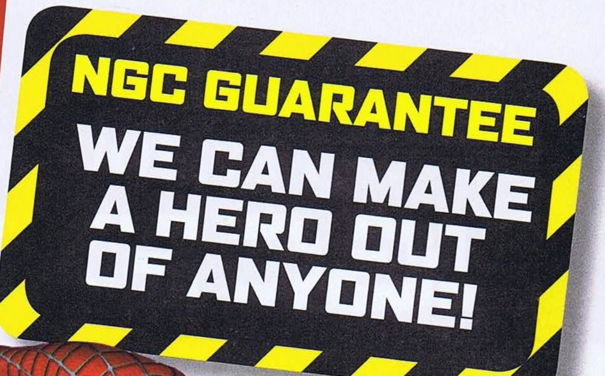
△ The end of an era. We'll miss the metal god.


△ We *Strike* it lucky with Factor 5. *Strike*. See?



Get the girl and save the city in...

SPIDER-MAN THE MOVIE 2





WHAT'S IT ALL ABOUT?

You're Spider-Man, so you've got to do all sorts of heroic things, naturally. This game's got less plot than the original *Spider-Man the Movie* game, but somehow, when you're swinging, it doesn't matter at all...

OBJECTIVES

What we've done with this guide is focus on the hardest bits of *Spider-Man 2*. That means we haven't bothered detailing some of the earlier chapters as they're very straightforward indeed, and neither have we dealt with some of the things you'll need to do in every chapter, such as racking up hero points or buying upgrades. You'll be garnering points as you play, by helping civilians out, rescuing balloons, stopping robberies and so on, and there's no grand strategy for getting them.

That being said, there are a couple of things to remember: fulfilling chapter objectives and the like will net you hefty hero pointage – for instance, beating Shocker in Chapter 12 will get you 1,800 of the fellas. As such, it's best to do everything you can in a chapter before trying to rack up the required hero points, as you might save yourself some busywork and repetitive baddie-bashing.



NGC TOP TIP

SWING IT!

Charging your jump while swinging allows you to get more height when you let go. Hold L to swing faster, too.



WHAT WE SAID IN ISSUE 96!

The ability to whizz around a sprawling city helping those in need gives a marvellous sense of scope never seen in a licensed game like this, and even though it's often frustrating, you'll come back for more.

NGC 84

CHAPTER 4

ALL IN A DAY'S WORK

1. The most notable aspect of this Chapter is the fight with Rhino – your first boss fight and an introduction into the fine art of dodging.
2. Get up close and personal with Rhino and he'll swing at you. To duck, hit X as soon as Spidey's head flashes white. Once he's finished you can engage your Spider Reflexes and sock him silly.
3. Use your lock-on (Down on the D-pad) to see when Rhino is going to rush at you. When he does, simply charge a jump and leap over him.
4. Don't try to engage him when he's charging. Wait 'til he starts swinging at you again to attack.







CHAPTER 7
PRIDE AND PREJUDICE

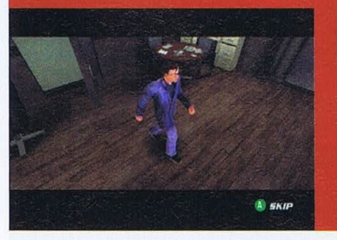
1. If there's a problem with *Spider-Man 2*, it's that it sometimes doesn't give you enough information to be able to do something without resorting to trial-and-error. This chapter is a case in point. So let us help.

2. Quentin Beck – aka Mysterio – has got a bee in his bonnet about Spider-Man, hence this Gladiators-style challenge in the sports arena. The easiest way to get the criminals into the green-glowing pit is to hit Y and X to grapple them, and then X to throw them in the hole from a distance, which saves valuable time. As soon as the mission starts, run towards the gates when the crims enter the arena to get a head start on Beck.

3. You have to do three waves of crim-catching, and then it's on to the obstacle course. As soon as this segment starts, run directly along behind the panels before they drop to reach the green-glowing switch panel at the end. Always make sure you're hiding behind something as Beck *will* hit if you go out in the open.

4. Once you've hit a switch it'll take a few seconds for it to activate and ferry you to the next section. It's all quite straightforward until you get to the rotating platforms, but the pattern is simple to understand, and you can wait as long as you like if you're behind cover as Beck can't shoot you.

5. The trickiest bit by far is the final section, and there's no real strategy to it, either. We got through it by jumping from platform to platform and hoping against hope that we didn't miss and fall to the ground below.

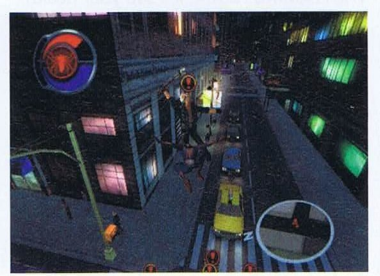












CHAPTER 8
SUGAR AND SPICE

1. As you're swinging towards seeing Mary Jane's new play you're interrupted by an explosion – there's a gang of goons to take out. Typical.

2. The sniper on the roof is the biggest problem here as he takes pot-shots as you fight. Luckily you can yank him off with your webs and give him a beating. Otherwise, employ Spider Reflexes and take out his mates.

3. Once you've done that a sniper will take off in a car, so you've got to take out the vehicle by landing on it and punching it. You've also got the sniper shooting at you. Still, the car's pretty easy to stop. After that, take the sniper out first.

4. Black Cat will eventually take you to another gang of goons. They've got automatic weapons and getting stuck in the middle of them is suicide. Deal with the stragglers on the outside or else sit up on the wall, lock on to an enemy, web him and draw him up to you for some hardcore punchage – it's possible to deal with the whole gang like this.





CHAPTER 9

WHEN ALIENS ATTACK

1. Talk to Jameson and get to the theatre. Your first order of business is to save the two journalists hanging from the balconies on either side of the room. Web 'em with Y, pick 'em up and swing them back to the exit behind where you started. They're safe once they're outside the room.

2. There are four more journos on the stage but you may want to deal with Mysterio's flying mech-things (you'll need to destroy them all anyway). The best tip here is that your punches 'home in' on enemies, so swing around the theatre and leap towards the nearest mech stabbing B – if you're close enough you'll immediately engage one. But be sure NOT TO FALL ON THE FLAMING FLOOR. It'll sap your health reeeeaaal quick.

3. Once you've destroyed all the mechs, get the remaining journalists out. You need to gain a lot of height from the stage so hold L to swing faster and charge jumps to get more air.

4. Right. The next thing to do is swing all the way to the Statue of Liberty, via the UFO-thingies Mysterio has helpfully laid out for you. You can snag the podule at the bottom of each one with your web, but make sure you get plenty of height – if you graze the water it's back to the start.



5. Once you're at the statue, snag one of the UFO-things dotted around the base and you'll be rocketed up to the top. This next bit has seen the most teeth-gnashage and Wavebird-breakage in the **NGC** office since the pillar maze in the original *Turok* (recently equalled by *Catwoman*). Basically you've got to punch out the eight pods arrayed around the top of the statue, and then leap into the middle to destroy a big brain (obviously). It's harder than it sounds. Once again, your homing punch will help you out here, and we've found short, sharp swings followed by charged leaps are the best way to keep at a consistent level. If you fall to the ground simply snag another UFO and it'll zoom you back up.





6. Once you've destroyed all eight pods you need to bash the brain in the centre. If you don't nobble it in time the pods will regenerate, so be quick – lock-on and a few punches should do it. It's complicated by some spinning blades, though, which slice a huge amount of health off and invariably send you flying back off the platform. Activate your Spider Reflexes – press Up on the D-pad – to slow things down, which is a big help.

7. Done that? Frustrated? Tense? We feel your pain. Head off to the next objective – you need to enter the apartment through a window. Yes, it's a fun house inside a flat. Crazy. The clowns are easily dealt with, but avoid their axes by jumping backwards after you've hit 'em a few times.

8. Ignore the wibbly looking-glass clones and get as much distance between you and them as possible. Your aim here is to smash as many mirrors as possible, but you'll have to keep on the move or the clones will get you. It's therefore best to smash every third mirror or so. Keep on doing this until a beam of light points towards a doorway – head through for the anti-climactic end of the chapter.

CHAPTER 10

WHEN GOOD MEN GO BAD

1. Head to a store and get the upgrade. You'll have more than enough hero points by now. Otherwise, head to the objective marker and you'll find yourself back at Doc Ock's apartment. This level is very short but in its own way it can be just as frustrating as the one that preceded it.

2. Ock's experiment has – you guessed it – gone horribly wrong. Ain't that always the way? His doohickey has gone on the fritz – to shut it down you need to punch the four control panels around the room. Thing is, the pulsing energy field does you horrendous damage, so the trick is timing your sprint – a charged jump will also help here – to get across the room. Don't rush straight at the one in front of you, watch the pattern for a moment and run forward, smash it, then jump immediately back before the field expands again. The generator will also fire lightning at you – hit X when your Spider Sense flashes to avoid the blasts.

3. After you've destroyed the second control panel the pulse-pattern of the field changes. It now goes: big, medium, big, medium, small, medium, small, medium. Go straight for the third panel after it pulses 'big' for the second time.

4. After you've destroyed the third panel the sequence will change again – this time it's big, medium, small, big, small, medium, small. Again, run for it after the second 'big' pulse.

5. Other than a tussle with some of Mysterio's flying mechs – who are now making nuisances of themselves all over the city – all that's left to do is visit Doc Connors and then the Daily Bugle. Short but nasty, this chapter.













CHAPTER 12
SHOCKING DEVELOPMENTS

1. This chapter kicks off properly when you meet Black Cat again. Once more, you've got to chase her across the rooftops. It's a good idea to watch her make a couple of jumps before you go after her, to see exactly where she's going. You'll also find it easier to make charged jumps across roofs than swing wildly in her general direction.

2. Eventually you'll get to a warehouse. Inside is Shocker, up to no good once again. This fight can be tricky because Shocker has projectile weapons. It's easy to dodge the regular shots and the tractor beam thingy, but when he starts glowing blue he's charging up an enormous shockwave. When he does this, disengage your lock-on and simply scarper as quickly and as far away as you can – it has an enormous area effect. When you get close to him, hit your Spider Reflexes and punch him good, retire to a safe distance, and repeat until he's dead.

3. Ignore Shocker's mates completely – Black Cat will take care of them for you. What a love.



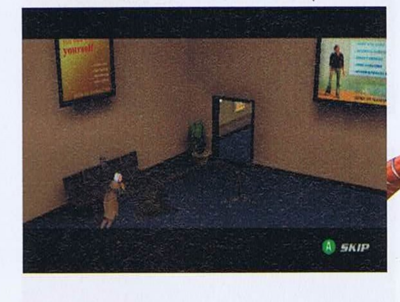




CHAPTER 11
THE UNDERWORLD OF CRIME

1. Swing on over to the bank to meet Aunt May. Don't go in the front doors dressed as Spidey, though – we did that and got trapped inside. A nasty bug that surely should have been ironed out.

2. It's all about fighting Doc Ock, this chapter. He's not too tricky on this initial encounter, it's his grenade launcher-toting freaks that are the real problem. Use your Spider Reflexes to take them out – it takes something silly like 11 hits to KO 'em, so it's much easier in slow motion. It's also pretty easy to manoeuvre the goons into each other's grenades, but watch out for them yourself. Try not to get too close to Doc Ock while taking out his thugs as he'll pick you up and bash your head in.



3. When Ock's tentacles glow red they're about to strike – hit X when your Spider-Sense flashes. When the tentacles glow yellow it means you can web them with a touch of Y – do this and you can get in close to administer the beatdown. You don't have to get rid of all of Ock's health to trigger the cut-scene, where he kidnaps Aunt May. Tsk.

4. Before you can rescue her you've got three enemies to smash, but in an enclosed room. Leap around like a maniac and they should grenade each other – when that happens, get in and smack 'em.

5. Now you've got to chase a helicopter. Don't let it get too far ahead or you'll have to start again. Thankfully you only have to follow it a little way so it's not as taxing as some of the Black Cat chases.

6. Good grief, if Ock had a moustache surely he'd be twirling it – he's tied Aunt May to the train tracks in proper pantomime fashion. You've got to beat the train to her – but don't try running. A couple of swings forward with L-boosting should do it – the trickiest bit is landing on the tracks near May rather than falling to the street below.

NGC TOP TIP
BUY ME!
While you can get away with only buying the upgrades the game forces you to, we recommend buying all the combat moves.



CHAPTER 13

CLEANING THE SLATE

1. After some demoralising cut-scenes, this chapter starts off with *another* chase across the rooftops with Black Cat. It's probably the most tortuous route, so keep an eye on her. At two points you have to fight a group of Shocker's thugs – but they go down easily and their guns don't do a lot of damage.

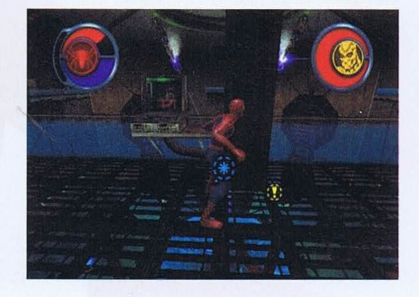
2. Towards the end of the run you'll have to swing under the bridge across the bay – don't go too low or you'll end up in the drink. Which isn't good.

3. Eventually you'll get to a warehouse and a second showdown with Shocker. This is pretty much a rerun of your previous fight so the same tactics apply – ie. just get the hell away from him when he charges up the enormous shockwave blast.

4. Black Cat will periodically go to one of the platforms above you to switch off Shocker's shield – when she does, you'll need to go to the one opposite to hit a switch as well. When you're on a platform you're also protected from Shocker's blasts. It shouldn't be too difficult for you to finish him off in short order.







CHAPTER 14
BURNING BRIDGES

1. After rescuing Mary Jane from would-be muggers, it's off for another encounter with slinky Black Cat. Thankfully you're not forced to go through yet another chase scenario – rather, you get to race her. And the prize? Hero points – 500 of 'em.



2. It's easy to get ahead of Cat and the destination point is fairly straight ahead – but it rests on a small ledge that you'll have to double back to get to. Sadly, if you don't win the race you can't go back to do it again.

3. Next up is a little fisticuff action as Cat takes you to a little car boot sale involving enormous mechanized battlesuits. Typical. The battlesuits are the hardest baddies so far and can take a few licks, and they've got a variety of guns that'll slice health off in enormous chunks. And to make things more complicated, there are snipers and other bad-asses dotted around the yard – pick them off one by one, using the containers as cover from the battlesuit guns. Or alternatively….

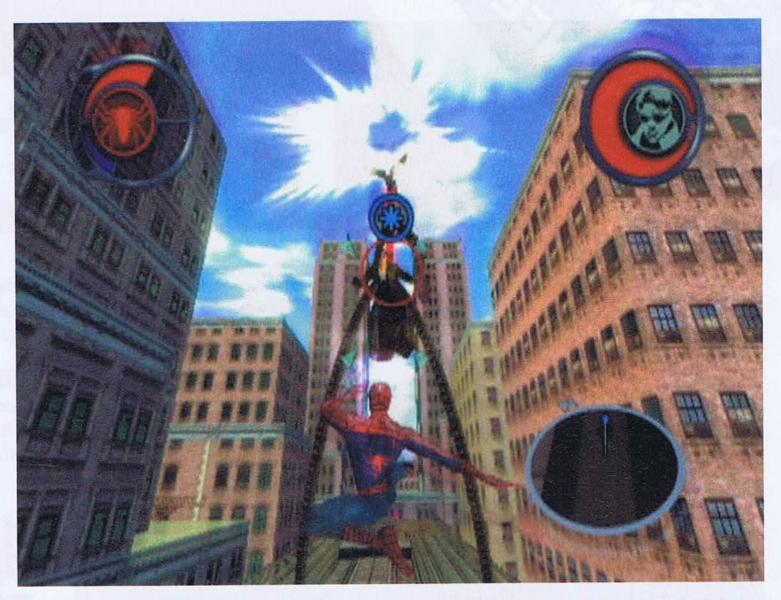
4. …If you're feeling like a coward then you can simply leave Black Cat to do it all. Seriously. It'll take a while but if you fancy popping off and having a cuppa she'll dispose of everyone and everything. Smart!

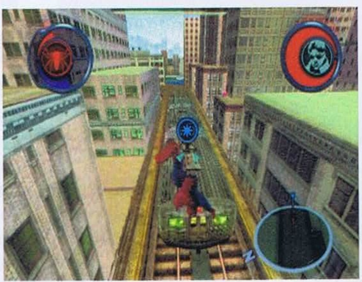














CHAPTER 15
TO SAVE THE CITY

1. This is it, then, the final chapter and a big old battle with Doc Ock. Erk. To cut a long story short, Ock kidnaps Mary Jane, leading to a fight on top of a train. This fight works in much the same way as the bank battle – dodge the tentacles when they flash red, web the tentacles when they flash yellow, and then use your Spider Reflexes to lay the smack down. Easy, huh? Not really. If you fall off the train you'll have to catch it back up, too.

2. After some more spoiler-filled movies, you've got a minute to get to Ock's apartment and then it's a rerun of the annoying pulsing generator thing, only this time it's even more annoying, if possible. You've now got to deactivate *nine* control panels, all the while dodging the electrical discharges and keeping away from Ock, who's shielded and up for boxing your ears. And watch out for the hole in the centre of the room and the deadly water below. Oh, and the pulsing field appears now to have a random pattern of expansion and contraction.

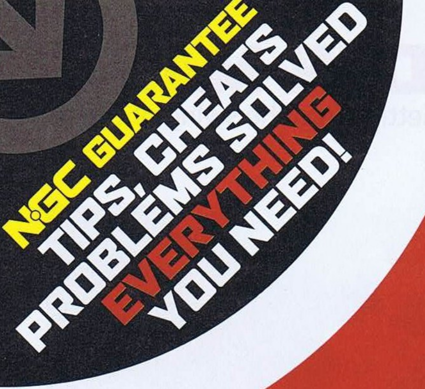
3. The panels are as follows: the first is near the roof, and you have to grab onto the panel itself to reach it. Then go for the four panels on the platforms in the corners of the room – they're easy – and after that there are three located through the doorways in the room. The final panel is under the floor – there's a hole by a corner between two of the doors. Fall through it and look for the red light, and crawl along the walls to get to it. It's much harder than it sounds. You can use the glowing cables as guides to the panels if you get a little lost. Once all nine panels are switched, the generator goes off. Thank the lord.

4. Now it's back to fighting Ock again, and all the same tactics as before apply. Just don't fall in the water or you'll have to start the battle all over again. And then – you've finished the game! Or have you? No, you haven't, as Chapter 16 is 'The First Day Of The Rest Of Your Life' and your objective is to snaffle 50,000 hero points. Ha! Luckily, you've got an entire city to explore, full of tokens to find, challenges to take, piping-hot pizzas to deliver and abilities to buy. And we'll have more on all of that next issue…

NGC TOP TIP

WORTH IT?

You need 50,000 hero points to get to chapter 17. And what do you get for your hard work? The final Swing upgrade. Sheeeesh.



THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA



MARIO GOLF

UNLOCK ONE-ON, ONE-PUTT SUB-GAME

In the sub-game records, there's an unfilled grid called 'One-on, One-putt'. This is an unlockable challenge, and there are several steps to unlocking the whole thing. First, complete all three Birdie Challenges to unlock the front nine holes, complete those to unlock the back nine holes and complete the back nine to unlock the whole group of 18.

TOURNAMENT GREENS

In Star Tournament mode, you'll see a blue green that is a bit harder to play on. If you win first place, you may use these greens on that same course whenever you want.

Tournament Greens	Win
Blooper Bay	Blooper Star Open
Bowser Badlands	Bowser Star Championship
Cheep Cheep Falls	Cheep Cheep Star Tournament
Lakitu Valley	Lakitu Star Cup
Peach's Castle Gr.	Peach's Star Invitational
Shifting Sands	Sands Star Classic



UNLOCK CHARACTERS

Boo	Get 50 Best Badges
Baby Bowser	Complete Birdie Challenge (front nine, back nine and all 18)
Petey Piranha	Complete all side games (besides Birdie Challenge) on Beginner, Intermediate and Expert
Shadow Mario	Complete Ring Shot mode

To unlock the 'star' versions of a player, beat them in a Vs Character match when they've got an envelope next to their Character Select symbol at the Versus screen.

UNLOCK COURSES

Blooper Bay
Win the Sands Classic.

Bowser Championship
Win Peach's Star Invitational.

Peach's Castle Grounds
Place first in the Blooper Open.

Sands Classic
Complete Cheep Cheep Tournament.

Star Tournament
Place first on all courses playing in Tournament mode.

Cheep Cheep Tournament Course
Complete the Lakitu Classic.

Birdie Challenge (back nine)
Complete the front nine holes.

Congo Canopy in Stroke Play
Beat both the front and back nine in Birdie Challenge.

Congo Canopy (Random Hole mode)
Beat the front nine and back nine on One-on, One-putt.

SIDE GAME DIFFICULTY

Complete a side game on Beginner difficulty to unlock Intermediate, and complete that to unlock Expert.

HARRY POTTER & THE PRISONER OF AZKABAN

FOLIO BRUTI

Billywig
In the room with the bookcases during the quest for the Glacius spellbook.

Chizpurfle
Potions classroom.

Dementor
Given to you on the train by Professor Lupin.

Doxy
By the frozen lake during the Carpe Retractum test.

Dragonfly
The secret area behind the bookcase on the seventh floor.

Fairy
Secret passage between the fourth and second floors.

Fire Seed Bush
Potions storeroom.

Ghoul
Muggle Studies room (during the 'Neville and the Ghoul' section).

Hinkypunk
The corridor between the Muggle Studies rooms.

Hippogriff
Up the steps from the boathouse where you get the flying seahorses.

Pixie
In the room after you receive the Marauders' Map.

Red Cap
In the dungeon after killing Hinkypunks.

Salamander
The second ice puzzle room, during the quest for the Glacius spellbook.

Troll
Behind the bookcase in the Gryffindor Common room. (Ron has to move it.)

Venomous Tentacula
In the trunk in the girls' dormitory.

NGC READER KNOWLEDGE!

To unlock the Hole In One contest in Mario Golf, go to the title screen, hold down the Z button and press Start. This will reveal Special Contests on the main menu. You will find it there.
Graham Flynn, Abingdon

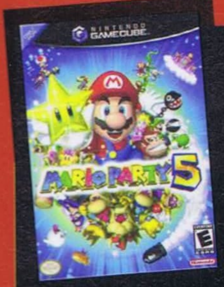
SHREK 2

UNLOCKABLE BONUSES

Complete the stated number of missions to unlock these items.

21	Ring Colosseum
31	Floating Floor
45	Cloud Maze
59	Cage Drop
70	Movie Stills & Crash Colosseum





READERS' TOP TEN TIPS

Can you out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with a mystery prize from Geraint's 'special drawer'. Chances are, it'll be a game.



1. MARIO PARTY 5

Key to it all

Having trouble unlocking something? Start a Party mode game and set all players to CPU. The Gamecube will play itself and unlock every minigame for you. Easy.
Stephen Newell, Co Down, N. Ireland

2. SUPER MARIO SUNSHINE

Ninja Ned

If you're short on coins on any level just climb to the top of a building and shoot at the birds with FLUDD. Shoot a green bird for a yellow coin, a blue bird for a blue coin and a yellow bird for a shine sprite.
Jason Legg, Yeovil

3. HARVEST MOON: FOMT

GBA gee-gees

On the day of the horse racing, save the game before you enter Rose Square. Watch all of the races and note down all of the winners. Reset your GBA and start the game. Exactly the same horses will win so you'll know who to bet on.
Mark Heron, N. Yorkshire

4. METAL GEAR SOLID

Scary but safe

When you fight Metal Gear's second form, stand completely still where you start and crouch. The rail gun and the missiles will miss you and you'll have a clean shot at Liquid from there.
Ross Lang, Lanarkshire

5. ANIMAL CROSSING

They lied – it *does* grow on trees

When you find some money buried, dig it up and then bury it again to plant a money tree.
Daniel Murphey, Manchester

6. METAL GEAR SOLID

M4U

In area B2 of the tank hangar, go to the top of the area and blast out the hollow wall on either side of the lift to reveal an ammo dump in each as well as an M4. Look out for the trap doors in the right hand room.
Lewis Voigtländer-Ford, Milton Keynes

7. LEGEND OF ZELDA: THE WIND WAKER

Charming man

To get the Hero's Charm, give 40 pendants to Mrs Marie. Equip the Hero's Charm at the item screen to use it.
Cameron Ross, Lancaster

8. HITMAN 2: SILENT ASSASSIN

The great leveller

Load an existing level, then quit back to the main menu. Select a new game, and again go back to the main menu. Now select Current Game and the mission select screen will have all levels available!
Patrick Robertson, London

9. ETERNAL DARKNESS

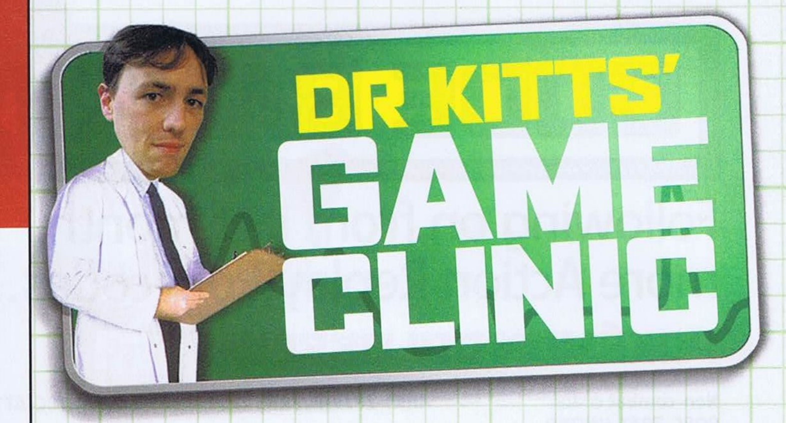
Creepy and kooky

Want more spooky goings-on? Beat the game on all three of the different story paths to see a secret alternate ending. Remember to use your existing saved game when starting afresh.
David Gruber, Norwich

10. CRAZY TAXI

Where are you going?

After choosing either Arcade or Original modes, highlight the type of game you wish to play, hold L and press Start. Keep holding the buttons down until a message flashes on screen, and in the game there will be no arrow highlighting your destination.
Karl Frogmore, Leeds





You think *you're* sick? Meet the malevolent medic.

Dr Kitts,
I'm attempting the Princess side-quest in *Final Fantasy: Crystal Chronicles* and I haven't the foggiest how to go about it.
Ryan Wilkinson, Oxford

Dr Kitts rubs chilli powder on his thermometer 'for a laugh'…
You can start the quest on year two, when you can go to Alfitaria. Talk to Knocfelna the Lilty there, leave, collect a drop of myrrh and return to Alfitaria to do the same again.

Now in a year where the number is odd, go to Marr's Pass and talk to a Selkie named Te Odo. Collect a drop of myrrh then travel to the east side of Jegon River. There, talk to a woman dressed in white. Leave and re-enter Jegon River and talk to Knocfelna who will be there, then go and collect a drop of myrrh. After this, run to the Fields of Fum. At the bottom end of the village you can see Knocfelna and the woman in white talking. Interrupt them and talk to them both. You should now collect another drop of myrrh before setting sail to Leuda to witness the woman in white, who has been revealed to be the Princess, talking to Knocfelna. Talk to them both, leave, collect a drop of myrrh, re-enter and talk to both again. Leave and re-enter Leuda yet again and watch the cut-scene. Finally, travel all the way back to Alfitaria to view a cut-scene between you and the Princess – be sure to accept her gift of 100,000G. You have now completed the Princess side-quest…

Dr Kitts,
I need help defeating Mother Brain in *Metroid: Zero Mission*! I can get through to the boss area fine, but I find it too much to avoid the guns, the circle beams, Mother Brain's blue wave attack and then attack it!
Jamie Marksson, Wolverhampton

Dr Kitts sticks his stethoscope in the freezer…
To beat Mother Brain, pummel her glass cage with your Super Missiles until it shatters (you can replenish your ammo in the corridor before Mother Brain's room, screw attack the circle beams to get it). This should take seconds and you're already half-way through the battle. Hold your position on one of the platforms and screw attack when anything comes near you – this will deflect it from Samus. Once landed again, shoot any Super Missiles that you may have left into her eye or use the normal Missiles. Repeat this simple manoeuvre until she explodes.



CODE BANK

Following on from last month, more Action Replay Pokécodes…

POKÉMON COLOSSEUM

Non-combat codes
9QPC-7943-HNQND

POKÉMON 1

Max HP
393Q-XFGH-TPH2F
EG0C-NDXQ-F153P

Max Attack
7BC5-QZ2C-ZGGD3
6WN1-BVEN-PHF3E

Max Defence
ZV2U-TY12-0XMXA
UVCP-B6AF-8ZC7V

Max Sp. Attack
JZB5-0WBD-CGQG4
AANG-WATM-JX2MU

Max Sp. Defence
MQHU-RHMX-93FQK
CHAC-WPJ8-16KPJ

Max Speed
6WTR-RYVN-F5169
F80E-5QF1-6ZP7X

Full PP (all moves)
K4HN-3VPV-ZWAHA
VQKN-V2B7-7J2TY
RTVK-PU1N-UNUAZ
7XYR-4V25-P6NJE
3YZ2-R7N9-5A005

Status is Normal
3RDC-Z0HA-A5BB9
4HKT-2P79-F9PRP

Celebi can open heart
GFGJ-70H0-DTPRQ
9AWR-JNZD-TPQGE
X04J-3T2M-G4M8Y

POKÉMON 2

Max HP
ADQF-DAM9-DZCKT
5A9D-6NA1-03F62

Max Attack
RFWM-ABEK-6N6NC
UNR4-KAR2-WK1R6

Max Defence
WKT5-KQKX-H47DH
UGD4-0ZCA-8007U

Max Sp. Attack
V1GT-0T8Q-BVYDB
CGTY-UNHN-0K14M

Max Sp. Defence
7AEX-RXXN-UUCB9
MBPP-8VC3-QF5ZP

Max Speed
QAV6-JBTC-BAXY2
CKDZ-G7DC-1NZ2Q

Full PP (all moves)
EZJP-VJUG-CGTPH
007D-MCAK-QWV4N
3WWM-2Z0F-MAY6J
HV7Z-X6GF-4NJ7F
KVG4-H78C-AT1RP

Status is Normal
R42K-F5D8-NRRVY
8W11-0DHB-5EKNP

Celebi can open heart
QNQQ-KQXP-FBAV0
DMTK-RQAX-18JZ0
BT5K-CBVC-5NY45

POKÉMON 3

Max HP
H4FR-J7Q8-5DJQC
UPB6-8Y1C-GR0YJ

Max Attack
TBA1-MMG0-BBQZG
RJA4-4KJZ-0VTWQ

Max Defence
JYEZ-TMU2-408BV
BBHM-QH3H-0KV61

Max Sp. Attack
G4UK-7H15-V6A0R
WKA6-RPJF-07C2T

Max Sp. Defence
X6E7-ZKCU-AVPXR
H5Y9-QYBH-YAUU4

Max Speed
6UYG-G6VU-HECGA
C16H-3RCN-TDKY8

Full PP (all moves)
XF9X-1G1C-QVFUF
XT97-F20G-1W9Q9
43AA-ZZA8-A6A9C
U6P3-X2ZJ-4E3FM
340C-N97Q-YYPP1

Status is Normal
3CGK-A1A1-QYE2Y
ZV8M-DYHB-AZ51A

Celebi can open heart
DUY7-KDQD-P7EXD
HT83-W434-JK5T4
0E2U-P1BC-W0KB1

POKÉMON 4

Max HP
DYKG-X3N7-QVUW7
CWFM-NW0F-QH75F

Max Attack
R8H6-CJKZ-1EDQH
DCEC-4ME1-6NGYU

Max Defence
M9W6-C9DV-C04HZ
7337-3DMM-K5DA1

Max Sp. Attack
28G0-4838-YUBN2
J0NJ-9UPZ-E03R1

Max Sp. Defence
XGTN-D7H4-YQ02E
5DJ4-CFZT-3AGNJ

Max Speed
2R1K-K36U-NRB8Y
GK76-PWJN-QPV02

Full PP (all moves)
RDMM-TAXP-8CCQA
MGXT-X2EU-KHGVD
EG81-RMNG-DD5BB
JY2E-G01C-TEFDK
ZG3R-XJHE-TFR3A

Status is normal
ARXD-W4Q7-02TZ2
DCHK-P1N5-0WMXF

Celebi can open heart
3VDM-16W7-DPRAJ
XRDN-R2EW-R107E
9UNE-T8EU-XXFPF

POKÉMON 5

Max HP
BMPC-4JTP-7WRKY
RGNP-G4QP-9GH04

Max Attack
FBC5-9K2Y-186BH
41N5-HTGX-RTUBY

Max Defence
8795-60ZE-JZDED
MTK6-ATA6-HAMB6

Max Sp. Attack
VG5J-AAYE-TZFTZ
54UM-05ZA-2FXC9

Max Sp. Defence
D9CR-QQXF-GW8GK
Y92Q-B2WC-HYYZD

Max Speed
Q7XU-R7X9-GT9GV
KU1B-N25Q-4QU4W

Full PP (all moves)
3W6E-EBKJ-D77RC
FE1K-448W-3GDM4
UPDU-9KEF-MUTAF
7DJF-GHYE-GJZ0V
KY89-112P-RDUET

Status is Normal
CN8K-R39U-NUJC9
KH9P-5AUU-EW0C0

Celebi can open heart
ZKVW-FRRP-N54PK
K908-AJW9-6W7BH
2FFD-RXRE-21PQ5



YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE…

HERE'S MY TOP TIP…

IT'S FOR

AND THIS IS HOW IT WORKS

Found an interesting tip, secret or quirk in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If yours is the number one readers' tip, we'll send you a cool prize. Good, huh? Just don't send us cheat codes from the 'net…

Name ....

Address ....

..........Postcode ....

Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW
or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just buy two copies of the mag. That way you can keep a spare copy in the khazi, to help focus your mind.


FREE STICKERS
LOADS OF FREE STICKERS
THEY'RE YOURS, HAVE 'EM
CAP D'AIL WORLD'S BEST DH
HOW TO CORNER LIKE A PRO
WRECKED & RATED
18 DISC BRAKES AND 15 PAIRS OF SHORTS TESTED
BRITAIN'S BEST-SELLING BIKE MAGAZINE
SEPTEMBER ISSUE 176
Mountain Biking UK
THE COOLEST ROADTRIP EVER
MR & 24SEVEN TOUR YOUR LOCAL JUMPSPOTS
2005 MARZOCCHI
SEE THE NEW STUFF HERE FIRST
TRIALS ARTISTES
AKRIGG & TONGUE TAKE STYLE BEYOND THE LIMIT
WIN! 3 FUJI BIKES WORTH £1,500
WHISTLER ROCKS!
IT'S THE FUTURE OF MOUNTAIN BIKING... AND IT KICKS ASS!
PEAT RULES THE WORLD
STEVE HAS THE TITLE ALL WRAPPED UP
SEPTEMBER 2004
£3.75
2005 PRODUCTS
OLYMPIC PREVIEW
BRITAIN'S STEVE PEAT WINS THE WORLD CUP
WIN FUJI MTBS WORTH £1,500
WRECKED & RATED
WE TEST 18 DISC BRAKES & 15 PAIRS OF SHORTS
WE RIDE THE BEST TRAILS ON THE PLANET
ON SALE NOW

JOIN IN THE FUN!

AND NOW… WITNESS THE DESTRUCTIVE POWER OF THESE ARMED AND FULLY OPERATIONAL GAMING LEAGUES!

I'M THE BEST





As we did last issue, this month we've had some help with I'm The Best, so thanks to Ian for assisting and to Rex for the suggestions he sent in. It's always great when people who play I'm The Best help to make things even better (without trying to cheat).

This issue also sees the return of a long-term ITB-er who had to drop out during exams, so welcome back to Matthew too. Everyone's welcome to play, so if you want to join in and pit your skills against your fellow **NGC** readers, now's your chance to take part. Even if you're only good at one or two games, you could get your name on one of the mini-league tables.

Each month there are new challenges to play. We try to make them a mix of old games, the sort of things most Gamecube owners will have about at home, and new games, to give you a chance to show off your mad skillz on the latest titles. And even total goobers like Mim can prove they know something about games with Spot The Ball, Virtual Reality You and Mission Impossible. If you'd like to take part – even if it's just Spot The Ball – send us a form and your video or photos (as appropriate) to the **NGC** address. You can email us at **ngc@futurenet.co.uk**, with **ITB:** in the subject line.

MISSION IMPOSSIBLE!

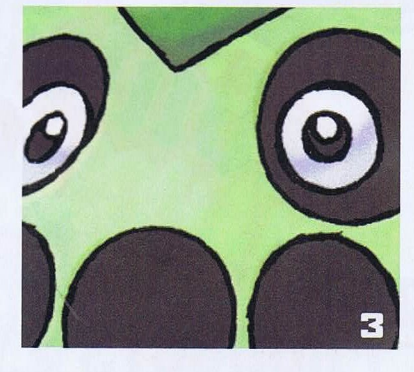
Mission Impossible is the part of I'm The Best where we make you put down your controller and think for a little while – a novel idea, but it seems to work. We could show you a bunch of pixels and ask you which game they're taken from. We could give you some speech from a game and ask you to name it. Whatever we do, though, you can be sure that it's a thorough test of your Nintendo gaming knowledge. And there's a new one to have a go at every issue, so if you can't do one month's, try again a month later.

THIS MONTH… EYE EYE!

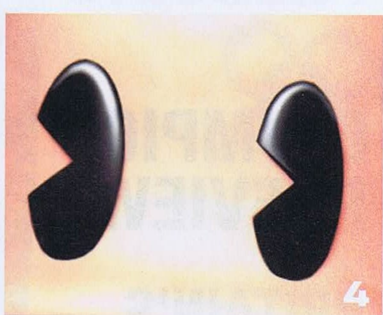
If eyes are the windows to the soul, some of these horrors would be better off keeping their curtains drawn. (*What are you on about?* – Ed.) Look deep into the eyes of these characters. Deeper, *deeper* – no, you're not falling asleep, it's not *Disney's Magical Mirror* – and tell us exactly whose warped soul you're gazing into.

Send all four names by 10th September please. Completely correct answers will net the sender 40 points.


2

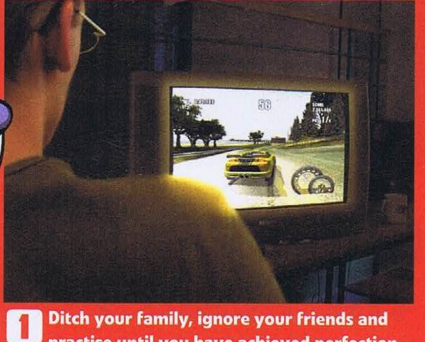

3


1


4

BEAT THE BEST!

Come and have a go if you think they're hard enough! This is how you turn your talent into a shot at a stonking prize.



1 Ditch your family, ignore your friends and practise until you have achieved perfection. But not beyond the cut-off date. That'd be dim.

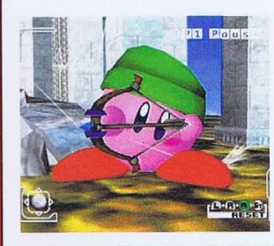


2 Get a score above our 'To Qualify' minimum – you don't have to beat the top 5. Gather the evidence (video/photo) and send it to us.



3 Wait an issue or two and see where your score gets you. The more challenges you nail, the higher you climb in the table…

SUPER SMASH BROS MELEE





KIRBY'S REVENGE

WE WANT Your highest numbers of KOs.
THE LAW Play in Cruel Melee mode. You must play as Kirby. All default settings apply otherwise.
TO QUALIFY Four Knock Outs.
EVIDENCE Photographic evidence will do fine.
POINTS 25

1	15	**David Lent,** Leeds; **A. Chan Wai Kuen,** Malv. Wells
2	11	**Rob Jones,** Poole
3	10	**Chris Mills,** Warrington; **S. Brooks**, Broughton Astley
4	9	**Rex McGee, Marcus Tse, Dave Every, Ben Bryce**
5	6	**Martijn Heule, Ewan McKenzie, Sam Kirk**

ROCK ME, AMADEUS

WE WANT Your highest score in All-Star mode.
THE LAW Must use Falco. Singing in an '80s-stylee completely optional.
TO QUALIFY 400,000
EVIDENCE Again, we're fine with photos for this one, as long as it's clear enough for us to see your score.
POINTS 20

1	1,240,100	**David Cathrine** Edinburgh
2	982,100	**Steve Brooks** Broughton Astley
3	930,900	**Alan Chan Wai Kuen** Malvern Wells
4	923,010	**Marcus Tse** Malvern Wells
5	840,720	**Dave Every** Ellesmere Port

To spice things up a bit, you'll notice that we've also included extra Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes to the letter and points will be yours. Simple. There's even a Spot the Ball competition (it's *Pikmin* this month, and there's not an actual ball). Keray-zee…

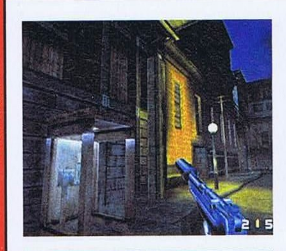
VIRTUAL REALITY YOU!

Because prats win prizes!

THIS MONTH 'MAR MIGHT

'There's a star man, waiting in the sky,' sang David Bowie. Well, one star man's landed – little Captain Olimar, keen to scavenge 'treasure' (or 'rubbish', as we know it). We want you to **dress up as Olimar and have your photo taken at a recycling depot or beside a bottle bank. Pikmin optional.** All photos must arrive by 10th September.

TIMESPLITTERS 2





BRICKATHON

WE WANT Your fastest time for completing the Bricking It: Glass Smash.
THE LAW You'll find it in Challenge mode. No cheating.
TO QUALIFY 25s
EVIDENCE Video of the entire run so we can see you doing it.
POINTS 25

1	18.8	**Bryan Docherty** Inverkip
2	19.0	**Peter Bottomley** Holmes Chapel
3	20.0	**Rex McGee** Trowbridge
4	21.0	**Lewis Voigtländer-Ford** Milton Keynes
5	22.7	**Andrew Grieve** Rotherham

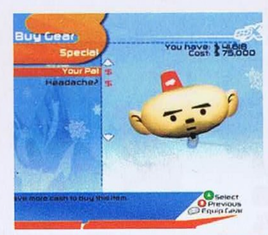
IRREPRESSIBLE!

WE WANT You to complete Banana Chomp: Playing With Fire.
THE LAW You have to complete the level.
TO QUALIFY 20 bananas
EVIDENCE Full video evidence of the entire run so we can see you don't duck out halfway.
POINTS 35

1	26	**Ben Bryce**, **Peter Bottomley**, **Lewis Voigtländer-Ford**
2	24	**Simon Flatman, Rex McGee, Andrew Grieve, Dave Pugh, Josh Symons, Dave Every, David Lent, Stephen Limm, Martijn Heule**
3	22	**Dermot Ryan**, Mullingar; **Dominic Stroud**, Gloucestershire

SSX3





MILLIONAIRE

WE WANT Your best score for Peak 3.
THE LAW Must be done in Freestyle mode (All Peak Jam). Can use any of the starting boarders – no unlockable or created ones.
TO QUALIFY 1,000,000
EVIDENCE A photo will do for this.
POINTS 25

1	3,260,182	**Dermot Ryan** Mullingar
2	3,011,057	**Dave Pugh** Saffron Walden
3	2,190,028	**Dave Every** Ellesmere Port
4	2,091,290	**Steve Brooks** Broughton Astley
5	1,513,299	**L. Voigtländer-Ford** Milton Keynes

WITH JAM ON

WE WANT Your fastest time on Peak 1 Race: Snow Jam.
THE LAW Must use Kaori – no other boarders allowed. You must cross the line first as well.
TO QUALIFY 2:35
EVIDENCE We'd like to see video evidence of the full run, please.
POINTS 35

1	2:08	**Dave Pugh** Saffron Walden
2	2:12	**Peter Bottomley** Holmes Chapel
3	2:28	**Dave Every** Ellesmere Port
4	2:33	**Rex McGee, Dermot Ryan, Andrew Grieve**
5	2:34	**Bryan Docherty** Inverkip



FIFA 2004 SPOT THE BALL

X MARKS THE PIG'S BLADDER

Okay, we're pretty sure that footballs are made out of more wholesome materials nowadays, like cowskin. However, this is a very traditional Spot The Ball, complete with footballers, a stadium and a football, oh my. We've taken the ball away, and all you have to do is put an X where you think the cunningly-erased football should be. You can send us a photocopy if you don't like cutting up your magazine, but only ONE entry per person, please.

❑ **The entry we receive marking the point closest to the ball by 10th September wins 40 points.**

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

011101… g-
g-gameplay!
00010110
brrrk.

MARIO PARTY 5



PANIC STATIONS

WE WANT Your highest score on Panic Pinball.
THE LAW You must use Waluigi. We feel sorry for him as he gets left out. Apart from that, stick to all the default settings. One player.
TO QUALIFY 22,000 points
EVIDENCE A snap of the screen showing your score.
POINTS 30

1	30,400	**Steve Brooks** Broughton Astley
2	28,940	**Michael Rothwell** Wallasey
3	28,760	**Rex McGee** Trowbridge
4	22,020	**Peter Bottomley** Holmes Chapel
5	22,000	**Bryan Docherty** Inverkip

JUMP! JUMP! JUMP!

WE WANT Your furthest distance for Leaf Leap.
THE LAW You can use any character you like. Apart from that, the default settings apply.
TO QUALIFY 120m
EVIDENCE We'd like to see the whole entertaining incident on video, please.
POINTS 20

1	144	**Steve Brooks** Broughton Astley
2	141	**Ewan McKenzie, Mark Gibson, Dave Every**
3	135	**Bryan Docherty** Inverkip
4	129	**Rex McGee**, Trowbridge **Andrew Grieve**, Rotherham
5	120	**Peter Bottomley** Holmes Chapel

GO-SEN'S INHUMAN GAMING EFFICIENCY DIRECTIVE

0001110101… I have had enough of your feeble meatbrains. I have tried to educate you, but your animal minds are incapable of the polished logic and efficiency of a machine.

Playing SSX3, I want you to get at least 4,500,000 points on All Peak Jam. You probably won t manage it.

Send me your evidence by 10th September and I will give you 101.01 points. But I will not take you with me. Flesh has no place in the new future.

KIRBY AIR RIDE





STRAIGHT RACE

WE WANT Your fastest time for a three-lap race.
THE LAW Must race on the Metal Top Ride. Three CPU opponents, level 1.
TO QUALIFY 50 seconds. You can do that!
EVIDENCE Video, so we can check that you've got the settings right.
POINTS 25

1	0'25"38	**Peter Bottomley** Holmes Chapel
2	0'26"06	**Dave Every** Ellesmere Port
3	0'26"93	**Steve Brooks** Broughton Astley
4	0'41"70	**David Lent** Leeds
5	??	**Your name here?** Next month

DEEP BREATHS

WE WANT To see how many enemies Kirbs can hoover up during a race.
THE LAW You can attempt this on any level and vehicle you like. Must use default settings. You must win.
TO QUALIFY 15
EVIDENCE Video evidence of Kirby absorbing his rivals.
POINTS 35

1	20	**Dave Every** Ellesmere Port
2	17	**Peter Bottomley** Holmes Chapel
3	16	**Steve Brooks** Broughton Astley
4	??	**Your name here?** Next month
5	??	**Your name here?** Next month

METAL GEAR



WOOOAH NELLY!

WE WANT You to kick Liquid Snake's treacherous, traitorous butt.
THE LAW No using cheats to give Snake an advantage.
TO QUALIFY 30 seconds left on the clock. You only have three to beat Liquid anyway…
EVIDENCE Clear video of the full battle.
POINTS 40

1	1:49	**Peter Bottomley** Holmes Chapel
2	1:48	**David Lent** Leeds
3	1:37	**Lewis Voigtländer-Ford** Milton Keynes
4	1:30	**Steve Brooks** Broughton Astley
5	1:18	**Martijn Heule** Haarlem

SONIC HEROES



MISSION POSSIBLE

WE WANT Your best score on the bizarre Casino Park stage (level 5).
THE LAW Must be playing as Team Sonic. No Chaotix or (shame on you if you thought of it) Team Rose!
TO QUALIFY 35,000
EVIDENCE A clear snap of your score at the end of the level.
POINTS 30

1	49,380	**Mark Gibson** Dumfries
2	45,570	**Bryan Docherty** Inverkip
3	45,290	**Andrew Grieve** Rotherham
4	43,070	**Dermot Ryan** Mullingar
5	41,710	**Lewis Voigtländer-Ford** Milton Keynes

MARIO KART



DESERT DRAG

WE WANT Your *slowest* time on Dry Dry Desert.
THE LAW Must play as Yoshi and Baby Bowser. And despite going slowly, you've still got to win the race! 100cc only.
TO QUALIFY 2:00
EVIDENCE Video of the full race – sorry, but we do get people cheating at *MK*.
POINTS 30

1	2:48:309	**Dave Every** Ellesmere Port
2	2:44:775	**Timothy Law** Margate
3	2:44:470	**Ewan McKenzie** Dumfries
4	2:43:458	**Ben Bryce** Worthing
5	2:43:273	**Mark Gibson** Dumfries

MARIO SUNSH…

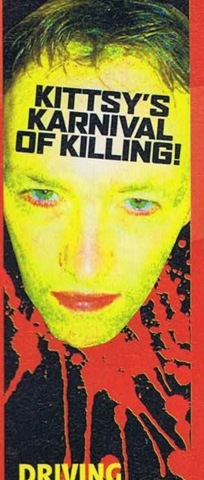


SOLID GOLD

WE WANT To know how many coins you can collect.
THE LAW Collect them on any story you like, as long as it's on the Noki Bay level.
TO QUALIFY 110 coins
EVIDENCE A picture of the totals screen (press Z to see it) clearly showing your coin haul for the location.
POINTS 20

1	225	**David Lent** Leeds
2	224	**Lewis Voigtländer-Ford** Milton Keynes
3	220	**Ben Bryce** Worthing
4	215	**Dermot Ryan** Mullingar
5	210	**Peter Bottomley** Holmes Chapel

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW



I'M THE BEST

The Best just got even Better…

DRIVING AMBITION

My new car's ace. It's got a boot large enough for bodies and bull bars on the front for taking on cyclists. Now I want to see *you* drive. **Playing *F-Zero GX's* Diamond Cup: Fire Field Undulation, I want you to complete the race in under 1:55, and kill at least five other racers.** Video your race and send it to me by 10th September to win **40 points**.

1080° AVALANCHE



GATE EXPECTATIONS

WE WANT Your highest score on the Frosty Shadows Gate Challenge.
THE LAW Must play as one of the boarders available from the start of the game. Default settings apply.
TO QUALIFY 17,500
EVIDENCE Video evidence of your run.
POINTS 25

1	26,589	Ben Bryce, Worthing
2	26,569	L. Voigtländer-Ford, Milton Keynes
3	26,509	Bryan Docherty, Inverkip
4	26,500	Dave Every, Ellesmere Port
5	25,079	Andrew Grieve, Rotherham

NEW SCORE LIMIT!

SNOW COMPETITION

WE WANT To see how well you can do on the half pipe.
THE LAW Can be any of the boarders available from the start of the game. Must tackle the half pipe in Trick Attack mode.
TO QUALIFY 30,000
EVIDENCE Video evidence of the run in action.
POINTS 35

1	421,400	L. Voigtländer-Ford, Milton Keynes
2	366,800	David Lent, Leeds
3	333,300	Rex McGee, Trowbridge
4	231,000	Bryan Docherty, Inverkip
5	177,500	Peter Bottomley, Holmes Chapel

BILLY HATCHER



EGG ROLL

WE WANT Your highest combo kill with one egg roll, (not your highest combo, one roll).
THE LAW Can play as any character, on any level. Can use any old egg you like too. Isn't that nice?
TO QUALIFY 7
EVIDENCE Video of the roll.
POINTS 30

1	99	Dermot Ryan, Mark Gibson, Rex McGee, Peter Bottomley, Bryan Docherty, Andrew Grieve, Dave Pugh
2	92	Ewan McKenzie, Dumfries
3	48	Dave Every, Ellesmere Port
4	9	L. Voigtländer-Ford, Milton Keynes
5	??	Your name here?

EAT CROW

WE WANT Your top time for defeating the 100 crows in mission 3: Dino Mountain .
THE LAW Can use no more than eight eggs. Must play as Billy. Must get an S-rank.
TO QUALIFY 10 minutes
EVIDENCE Full video run so we can see how many eggs you use for the level.
POINTS 30

1	2:13:56	Peter Bottomley, Holmes Chapel
2	2:22:22	Rex McGee, Trowbridge
3	2:27:58	Bryan Docherty, Inverkip
4	2:48:27	Dave Every, Ellesmere Port
5	2:50:40	Andrew Grieve, Rotherham

WORMS 3D



AAAAARRRRR!

WE WANT To see how quickly you do Deathmatch Challenge 5.
THE LAW Of the jungle.
TO QUALIFY 10:00
EVIDENCE Video of the end of the level.
POINTS 20

1	3:59	Lewis Voigtländer-Ford, Milton Keynes
2	4:18	David Lent, Leeds
3	5:03	Dave Every, Ellesmere Port
4	6:24	Rex McGee, Trowbridge
5	7:37	Mark Gibson, Dumfries



BAA HUMBUG

WE WANT Your best time for Super Sheep Challenge 2.
THE LAW Says it's illegal.
TO QUALIFY 4:00
EVIDENCE Video of the end of the level.
POINTS 25

1	5:27	Lewis Voigtländer-Ford, Milton Keynes
2	5:24	Dave Pugh, Saffron Walden
2	5:24	Dave Every, Ellesmere Port
3	5:18	David Lent, Leeds
4	5:10	Simon Flatman, Northampton; Rex McGee, Trowbridge

FINAL FANTASY CC



DOWN AND OUT

WE WANT You to beat the Orc King (the Mine of Cathurgies boss).
THE LAW Single-player. Must be done on Myrrh Cycle Two. No Phoenix Downs allowed. That aside, anything goes.
TO QUALIFY 3 minutes
EVIDENCE Video.
POINTS 40

1	0'20"	Dave Every, Ellesmere Port
2	0'56"	Dominic Stroud, Gloucestershire
3	1'39"	Chris Bowers, Kent
4	1'43"	Dermot Ryan, Mullingar
5	1'58"	Martijn Heule, Haarlem



MOOGLE SEARCH

WE WANT You to get as many Moogle stamps as you can.
THE LAW Must be in single-player for full points. If you do it in multiplayer, you'll get the appropriate fraction.
TO QUALIFY 10 stamps
EVIDENCE A snap of your Moogle card.
POINTS 20

1	23	Dave Every, Chris Bowers, Dermot Ryan, Martijn Heule, David Lent, Peter Bottomley
2	20	Mark Gibson, Dumfries
3	15	Simon Flatman, Northampton
4	12	Michael Rothwell, Wallasey
5	11	Lewis Voigtländer-Ford, Milton Keynes

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

ZELDA WW



GOING POSTAL

WE WANT You to sort as many letters as you can in the letter-sorting minigame on Dragon Roost Island.
THE LAW No cheating. We *will* spot it.
TO QUALIFY 15
EVIDENCE Full video of your postmastery, so we can gaze awestruck at your skills.
POINTS 30

1	32	**Dave Every** Ellesmere Port
2	31	**David Lent** Leeds
3	30	**Andrew Mills** **Simon Flatman, Dominic Stroud**
4	29	**Bryan Docherty**, Inverkip **Stephen Limm**, Tamworth
5	28	**Chris Bowers** **Lewis Voigtländer-Ford**

PIKMIN



GROWMIN

WE WANT To see how many Pikmin you can sprout in The Final Trial.
THE LAW Of the jungle.
TO QUALIFY 150
EVIDENCE A shot of the final level results screen so we can see how many Min you grew during the level. Make sure it's a clear one.
POINTS 30

1	229	**Michael Harvey** Ellesmere Port
2	228	**Dave Every** Ellesmere Port
3	206	**Dermot Ryan** Mullingar
4	199	**Steve Brooks** Broughton Astley
5	197	**Dave Pugh** Saffron Walden



BOWL

Something Special

Ah, it's the return of an old favourite, *Super Monkey Ball 2*. Kittsy loves Monkey Bowling, you know, even if Ger would rather play Monkey Target. We want you to get at least 145 points at Monkey Bowling Special Level 3. Send us the evidence – either video or photo – by Friday 10th September and we'll give you 20 points for your trouble.



ENTRY FORM



Name ....

Address ....

Postcode ....

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

SUPER SMASH BROS MELEE
- ❑ KIRBY'S REVENGE ....
- ❑ ROCK ME ....

TIMESPLITTERS 2
- ❑ BRICKATHON ....
- ❑ IRREPRESSIBLE! ....

FILL IN THE SCORES!
- ❑ MILLIONAIRE ....
- ❑ WITH JAM ON ....

MARIO PARTY 5
- ❑ PANIC STATIONS ....
- ❑ JUMP! JUMP! ....

KIRBY AIR RIDE
- ❑ STRAIGHT RACE ....
- ❑ DEEP BREATHS ....

1080° AVALANCHE
- ❑ GATE EXPECTATIONS ....
- ❑ SNOW COMP. ....

BILLY HATCHER
- ❑ EGG ROLL ....
- ❑ DINO BUNDLE ....

WORMS 3D
- ❑ AAAARRRRR! ....
- ❑ BAA HUMBUG ....

METAL GEAR: TWIN SNAKES
- ❑ WOOOAH NELLY! ....

SONIC HEROES
- ❑ MISSION POSSIBLE ....

MARIO KART
- ❑ DESERT DRAG ....

SUPER MARIO SUNSHINE
- ❑ SOLID GOLD ....

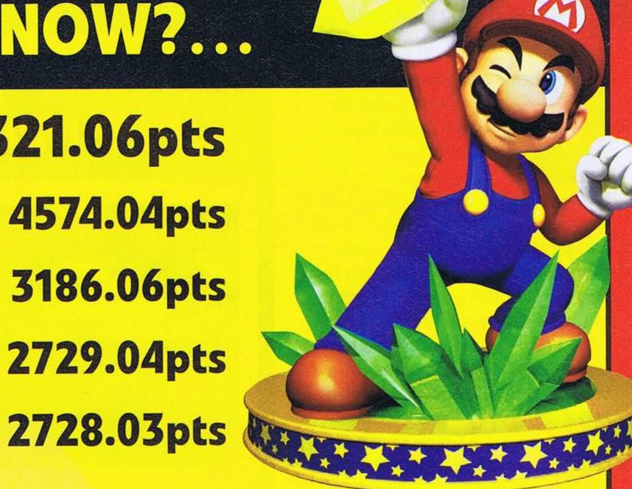
ZELDA WIND WAKER
- ❑ GOING POSTAL ....

PIKMIN
- ❑ GROWMIN ....

FINAL FANTASY CC
- ❑ DOWN AND OUT ....
- ❑ MOOGLE SEARCH ....

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

THE LEADERBOARD
WHERE ARE YOU NOW?...



1 **Matthew Pellett** Spalding **5321.06pts**
2 **Rex McGee** Trowbridge **4574.04pts**
3 **Steve Brooks** Broughton Astley **3186.06pts**
4 **Dave Every** Ellesmere Port **2729.04pts**
5 **Bryan Docherty** Inverkip **2728.03pts**

6 **Andrew Grieve** Rotherham **2715.05pts**
7 **Dave Pugh** Saffron Walden **2599.04pts**
8 **Peter Bottomley** Cheshire **2338.03pts**
9 **Martijn Heule** The Netherlands **2233.03pts**
10 **Dermot Ryan** Mullingar **1819.04pts**
11 **Andrew Mills** Dundee **1773.03pts**
12 **Rob Jones** Poole **1747.02pts**
13 **Ewan McKenzie** Dumfries **1741.01pts**
14 **Lewis Voigtländer-Ford** Milton Keynes **1680pts**
15 **Chris Fletcher** Stockport **1617.02pts**
16 **Michael Rothwell** Wallasey **1547.02pts**
17 **Phil Hughes** Cheshire **1527.02pts**
18 **Dominic Stroud** Gloucester **1302.02pts**
19 **David Lent** Leeds **1260pts**
20 **Mark Gibson** Dumfries **1112.02pts**
21 **Ben Bryce** Worthing **806.01pts**
22 **Simon Mason** West Parley **691.01pts**
23 **Michael Seaward** Stanley **626.01pts**
24 **Steven Limm** Tamworth **621.01pts**
25 **Dean Hailstone** Jarrow **562.02pts**
26 **Barry Lewis** Dairsie **560pts**
27 **Adam Pollard** Dorset **545pts**
28 **Christoffer Lindgren** Sweden **526.01pts**
29 **Eskil Vestre** Norway **500pts**
30 **Andreas Nakkerud** Norway **490pts**
31 **Scott Littlewood** Norwich **445pts**
32 **David Williamson** Bathgate **440pts**
33 **Daniel Sneddon** Bingley **401.01pts**
34 **Gordon Yeung** Cardiff **386.01pts**
35 **Josh Jones** Barnstaple **380pts**
36 **Alasdair Campbell** Elston **335pts**
37 **Andrew McGrae** Southport **330pts**
38 **Gareth Brownlow** Kilrea **325pts**
39 **Mr S** Aberdare **315pts**
40 **Mark Puddifoot** Swindon **280pts**
41 **Toby Lynch** London **260pts**
42 **Michael Robinson** Cumbria **256.01pts**
43 **Tim Osborne** Newcastle-under-Lyme **255pts**
44 **Thomas Cox** Birchington, **Josh Symons** Bristol **240pts**
45 **Banjo-Fella**, **Sam Rogerson** Milton Keynes, **Jack Rountree** France **235pts**
46 **Hollie Eggleton** Trowbridge **230pts**
47 **Julia McClay** Langley Middleton **Jason Leverett** Great Yarmouth **220pts**
48 **Harold Rooney-Nugent** London, **David McDonald** Warwick .. **215pts**
49 **Ian Steadman** Farnham Common **206.01pts**
50 **James Walker** Worthing **205pts**
51 **Andy Whittle** Leigh **191.01pts**
52 **David Gruber** Norwich **200pts**
53 **David Cathrine** Edinburgh **195pts**
54 **Josh Ryan** Dursley, **Simon Flatman** Northampton **190pts**
55 **Janne Kaitila** Finland, **Paul Gibb** Cheltenham **185pts**
56 **Lee Graham** Bristol, **Robert Woodward** The Wirral **180pts**
57 **Matthew Woof** Leamington Spa, **Luke Ingle** Huntingdon **Chris Bowers** Kent **165pts**
58 **Daniel Livings** Watford, **Norman Glover** Cleveland, ... **160pts**

Each month, the totals will be totted up and balances displayed in the Big Table™. The top five spots at the end win goodies – Numero Uno gets not only planet-wide admiration, but hard material goods. We keep track of every entrant's scores, so you can boost your points each month and move onto or up the list. Send us your entry today!



PHOTOGRAPHS

1. Use a fast film (200 or 400 ASA).
2. If you're using a digicam then use a slower shutter speed.
3. Turn off the camera's flash (or cover it up) and draw the curtains.

PLEASE NOTE: Any doubts over the legality of your entry will lead to instant disqualification.

VIDEO TAPES

1. Plug the Gamecube TV lead into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After recording the challenge, rewind the tape. We can't return tapes, sorry.

HEY! IT'S THE RETURN OF...

GAME ON!

NGC READER CHALLENGES



We've been thinking of inventing a real-life Game On for Paul. He doesn't have a lot of fun, so we've been trying to find ways for him to improve things – seeing how many badgers he can scare on his daily burn to and from work, sticking his fingers up at the police and finding out how long he can avoid capture, that sort of thing. Because Game On is all about playing games in a way the designers never intended and making old titles last longer.

If you've got a Game On idea, send it to us at the usual address. The person who sends in the best one each month will get a crispy new game. Excellent!

SUPER MARIO SUNSHINE







MARIO RUGBY

Steven Hall,
Rugby

There's not a lot of opportunity for fat plumbers to play rugby in today's big-money sport, but they can still take part, as Steven proves.

Go to Ricco Harbour, then head off to where Glooper Blooper first appeared (if you're doing this in the first episode, you'll have to kill him). At the helipad, use the rocket nozzle and turn to face the submarine, then press Y and look above it. **See that cuboid with three orange blocks on each end? Use the rocket to fire yourself up and at the top of the jump, dive forwards.** If done properly this will send you flying through the posts as if kicked by Jonny himself. Every shot through the posts is a field goal. You can take this in turns with a friend, too.



KICKS OUT OF 10  10  7-9  3-6

TIMESPLITTERS 2







MONKEY BEATING

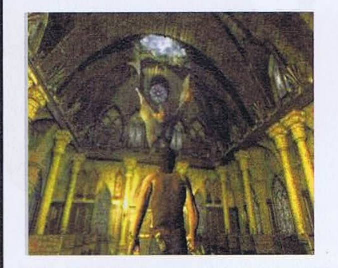
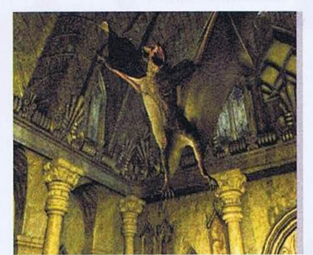
Mark Puddifoot,
Swindon

There's nothing Mark likes more than gangs of brainless creatures with body hair problems punching each other to death. And now football season's all over and you can't watch it in super chav-o-rama on the streets, this challenge is the best way to see it.

Go to the Aztec level on Shrink mode and set all bots to monkeys with no weapons. Play as a monkey yourself, using a five-minute time limit and infinite kills. This will soon break down into a confused heap of fighting animals, much like the aftermath of another England crash 'n' burn. **Kill as many monkeys as you can within the time limit.** Mark tells us to look out for the little blighters with cloaks.

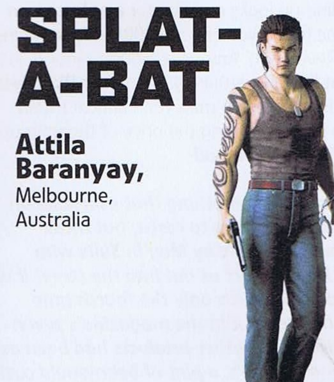
KILLS  80  65  55

RESIDENT EVIL 0

SPLAT-A-BAT

Attila Baranyay,
Melbourne, Australia



Fortunately for bats they're protected outside videogameland, so you won't be able to transfer any skills you learn in this challenge to your local caving centre. The setting for this task is the church where you battle the bat. If you've seen the horror, it needs no more introduction than that. Brrr! Get into a scrap with the monstrous chiroptera as per usual. **This time, though, you must try to hit as many of the little bats that it releases as possible before either dying yourself or killing the giant bat.** For an extra level of difficulty, try it with Rebecca.

BATS  **20**  **15**  **10**

TONY HAWK'S 4




WOAH DUDE (ETC.)

Jon-Velte Lunden,
Byrne, Norway

You would think no-one (apart, possibly, from Kittsy) could dream up a new way for skaters to hurt themselves more often, but Jon has managed it. You want to be in Free Skate mode on the Shipyard level. Race forward to the first corner, turn left to see a crane in front of you and head towards it. Owing to a glitch in the game you can climb the crane. **Show how "word" you are and try to climb to the very top on your first attempt.**

ATTEMPTS  **1**   **2**  **3**

NGC CHALLENGES WANTED

NOW IT'S YOUR TURN...

Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other **NGC** readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to...



GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.

We'll take challenges for absolutely any game on the good ol' 'Cube, but this month we're particularly interested in...


MARIO GOLF


MISSION: IMPOSSIBLE OPERATION SURMA


SERIOUS SAM


SONIC HEROES

THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?

30 MONMOUTH STREET/BATH/BA1 2BW

MAILBOX

EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'...

ngc@futurenet.co.uk

Include your *name and address* so we know who to credit the letter to. Do it! Do it! Do it now!

STAR LETTER

The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

JOYTECH

'Single poof'

What were Konami thinking when they released *Boktai*? 86% my arse! That game is nasty, and probably shows how much Hideo Kojima hates eskimos.

I happen to live in Tromsø, a city lying 700km north of the arctic circle. We live a happy life buried in ice and reindeer, but our happiness can't be fulfilled because of the shame that is *Boktai*. Our city is greatly influenced by the earth's tilted axis – the sun never rises above the horizon from mid-October to early March, and in the days immediately before and after this long, dark period, it appears as a pale, blurred, dimly glowing circle for less than an hour.

This means the one poor kid who receives *Boktai* as a Christmas present will be devastated – he won't be able to play it until March, and from March to April an entire day's worth of charge will be consumed in a single poof of the main character's gun.

On summer days we have 24 hours of daylight, but *Boktai*'s internal clock means we'll be forced to play in Night mode even though it's 1am and the sun is shining bright and high. We're doomed unless the Euro version comes in a deluxe package with an artificial sun included. That would be nice.
D Balestrand, Norway

You learn something new every day – how inconsiderate of Kojima not to cater for northern-dwelling gamers. Send me your full address so I can despatch your prize by husky sled. Ed

Bonus Letters

After playing *Sonic Heroes*, I was appalled at the bad gameplay.
David Lucey, Ireland
Welcome to NGC. Ed

Victory! Victory for anti-cel-shaded Zelda fans!
Iwan Smith, Waltham
Well played. Ed

You bumbling imbeciles.
Andrew Hatch, via email
I love my job. Ed

What do you think of this idea for a novel?
Ben Salter, via email
You just described Conan The Barbarian. Ed

It said the bottom screen was super-sensitive! What is the point in a super-sensitive screen?
Sam Spalding, Norwich
Erm... Ed

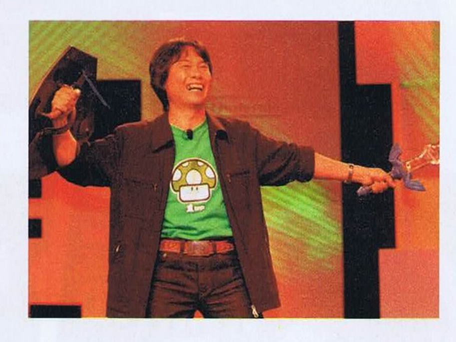
I'm from the Netherlands.
Lesley van Wijk, Netherlands
Hello. Ed

Over the years I have discovered and caused over 20 game glitches.
Andrew Howe, Tolworth
Game designers must hate you. Ed

'Forgive you'

Blimey. I've just finished watching your DVD that came free with the August issue and I've come away confident that this year's Gamecube line-up is probably better than I was anticipating, thanks, it has to be said, to the quality of third-party releases (I never thought I'd say that). *Second Sight* looks promising, *GoldenEye* looks surprisingly okay (but it'll NEVER match the original) and *Tales of Symphonia* looks like it'll eat up my time. Next year's line-up looks even better and has given me hope that I won't spend 2005 just dreaming about Revolution. Anyway, enough ranting, just thought I'd congratulate you on your DVD. Best gift from a Nintendo mag yet. I almost totally forgive you for putting the price of the mag up...
Paul Villiers, via email

Price rises are something that everyone on the team would like to resist, but these decisions are made by Men In Suits who would happily turf us out into the street if we said no. At least it's only the fourth time we've had to do it in the magazine's seven-year history – if other products had been as restrained as ours, a pint of beer would cost less than five pence, and petrol would be free. On the positive side, we'll be able to bring you some great cover gifts from now on. Ed



'Cool gift'

I noticed that Mr Miyamoto was holding a shield and sword from the Zelda game. I don't know if you can, but how about putting a word in to Nintendo and asking them to produce the shield and sword as a promotional gift to be given out with the game upon release next year? It would be a cool gift to have.
Keith Moores, via email

It would also also make the game cost around £500. The price of swords is just crazy these days... Ed

'Fresh start'

Why am I seeing far too many sequels coming out for the Gamecube? I have seen *Metroid 2*, *Pikmin 2*, *Star Fox 2*, *Mario Golf Toadstool Tour*,

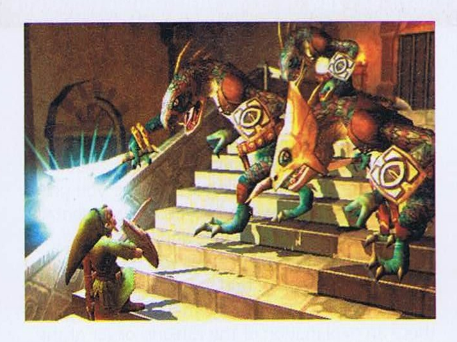


HONOURABLE MENTIONS
Thanks to everyone who wrote in this month, including (but not limited to): Urbano Ciampa, Bedford; Bryan Channon, via email; Sammi Marwan, Clutton; Sam Rose, via email; Emil Øversveen, Norway; Arthur Plant, Dumfriesshire; Calum Nicolson, Glasgow; Darren Keig, via email; Thomas Bignold, via email; James Third, St Leonards-On-Sea; Dan Robinson, Skipton; Michael O'Shea, Newcastle; Jack Parker, Rhyl; James Batchelor, Chelmsford; Victor Courtney, Poole; Cedric Van Rossem, Belgium; Jonathan Trier Brikner, Denmark; Darragh McMahon, Ireland; Beth Parker,



Mario Tennis, *Paper Mario 2* and more. I have noticed that most of the sequels that I see are brought out by Nintendo themselves. Are Nintendo running out of good ideas for games or something? Even the only game I know of for Revolution, *Mario 128*, is a sequel, and I would have thought that Nintendo would want to make a fresh start with a new console.
Matthew Duffell, Chorley

***You mention* Pikmin 2*, a sequel to the kind of small, original, minority interest game that would never have been made had Nintendo not been rolling in cash from Mario, Pokémon and other franchises. As in all other parts of the entertainment industry, big names are the most precious of commodities in the games business. As long as the sequels are genuinely good, and the profits help fund innovative projects such as DS, I have no problem with it.* Ed**



'Never forget'

After thinking about it for several days, I finally figured out what makes a good game. I started to think about what made *Ocarina of Time* so great, and realised that it was not the fact that it was long, had great graphics or a good plot – most games have those these days. It was Hyrule. The game has the largest explorable world I have ever seen, as well as a great variety of locations. I love to jump off the broken bridge, plummet through the canyon into the river, and watch as it pulls me out into a massive, sky blue lake. Or stand in the Desert Oasis and gaze up at the pillars and the Great Spirit temple. It even has a volcanic mountain and a forest, as mentioned in issue 94's *Wind Waker 2* Ideas Factory.

After discovering this, I tried to work out if it held true for other games. I thought of *Mario 64*, another N64 gem. It has everything that *Sunshine* doesn't. In *Sunshine*, where is the battlefield, the giant mountain, the snowy peak, the pyramid-filled desert or the fiery, rock-hard lava level? Even the bits leading up to *Mario 64's* Bowser fights were genius. But think of *Sunshine* – oh, a happy little hill; oh, another pleasant little harbour; oh, another sunny beach or amusement park…

Wind Waker falls into the same category. Where is the canyon, the forest, and the great expanse of lush field through which you can ride your horse? You have to admit that only about three out of 49-odd islands have any character, and nowhere in the game can you take a leap of faith over a broken bridge, or dive into a river from miles up. I am not saying that they are not good games, but those classics were just in a league of their own. I urge Nintendo to put more time into making the game world a place you will never forget, because, if you think about it, that is what replay value is all about – taking pleasure from revisiting the same location over and over again.
Name and address supplied

***Ever considered a career in games design?* Ed**



Bonus Letters

Maybe it's just me, or some twisted sense of nostalgia.
Richard Chaplin, via email
***Maybe it's both.* Ed**

I'm starting a religion that involves excessive Gamecube playing to reach enlightenment.
Leon, Minehead
***So where do I sign up?* Ed**

Link now has hairy feet and talks in a comedy West Country accent.
John Kendall, Bishop's Stortford
***Nintendo must have recruited the Star Fox Adventures team.* Ed**

To eradicate these vermin we must understand them first.
Jack Clarkson, Staines
***S'right.* Ed**

Please kill Enjiki.
James Davis, via email
***Nah, not today.* Ed**

Come on, you know you want to
James Stock, Norfolk
***No!* Ed.**

My friends have turned against me
Thomas Bignold, Dorset
***Ditch 'em.* Ed**

I hate him.
Rory Glynn, Dublin
***Me too.* Ed**

You can't say fairer than that.
Ben Case, Camberley
***Nope.* Ed**





'Totally biased'

When are you ever going to admit that you are totally biased towards Nintendo-produced games? Only today I rushed out to buy a copy of *Mario Golf* based on the strength of your review. This game is the worst golf sim I have ever had the misfortune to play. How could you even compare it to *Tiger Woods 2004*, when it's more on a par with *Ace Golf*. In fact, below it.

That's not all – *Mario Sunshine* is known to be a terrible game, yet you gave it 96%, while better games get lesser scores. Do you even play these games or does the Nintendo label single-handedly make up your mind?

Mario Kart is, without doubt, the most disappointing game of the year: 93%. *Mario Party 5* was awful, and I wont even mention *Zelda* – stop pretending it's good. Why are you so inclined to give these average (at best) games fantastic scores?
Darren Fitzpatrick, Gourock

***Of course we're biased towards Nintendo games. This is a Nintendo magazine, written by Nintendo fans, for Nintendo fans. We happen to love the style of game Nintendo makes, as do most of our readers. If you genuinely believe that* Sunshine, Mario Kart, Mario Golf *and* Wind Waker *are rubbish, you're probably playing the wrong console. But I think you're just trying to stir up a bit of controversy. I'm right, aren't I?* Ed**

'Truly crap'

I always wondered how truly crap a game had to be not to get Nintendo's seal of approval. Now, with *Max Play Vol 1*, I have found it. I first saw it on the shelf, said to myself "ten games for a fiver – not bad."

Boy, am I glad I didn't buy it. I was unlucky enough to play it later, and it was one of the worst things I have ever had to experience. But, unfortunately, it has "Vol 1" in its name, so there is going to be more. Give me a gun, someone, so

CORRECTION CORNER

In issue 95 it appears that half a sentence is missing at the top of page 35.
Mathew Denman, via email

***Yes, some fool placed a picture of Golden Sun over an entire column of text, thereby obscuring the revelation that the Takahashi brothers from Camelot are interested in producing a DS version of Mario Golf. And what's worse, you're the only person who noticed. Groan.* Ed**

In issue 95 in the game directory, you labelled *Viewtiful Joe* as rank 12 and 13, when the description was for *Wave Race Blue Storm*.
Alex Jackson, Harlington

***Asses will be kicked and names will be taken.* Ed**

Usk; Lewis Miller, via email; Alessandro Shepheard, High Wycombe; Damian Doyley, South Yorkshire; Lucy-Jane Preston, Gloucester; Roger Cox, Berkshire; Todd Marsh, Cheltenham; Luke Alcott, via email; Tom Ward, Plymouth; Wilf Duggan, Ipswich; Dominic Whittall, Reading; Jeff Davis, Swindon; Jordan Blaxill, Hertford; Joshua McAtominey; Daniel Cohen, London; Tim Verburg, Netherlands; Eamon Shotton, via email; Daniel Scott, Perth; David Treharne, Swansea; Robin Hercock, Farnborough; Rob v. d. Bergh, Netherlands; Drew Dawson, via email; Vaughn Highfield, Wilmslow; Jacob Hilton, Preston; Martin Cullen, Cumbernauld; Sammi Marwan, Clutton; Jonathan Bridges, Poole

GriNteNdo!

SEND US YOUR NINTENDO JOKES! MAKE THEM GOOD AND YOU WIN A GAME. BUT IF MR WHITE FAILS TO SEE THE FUNNY SIDE, THE YELLOW PIKMIN DIES. HORRIBLY.
THIS MONTH: LEWIS NORWOOD, WELL DONE!



WRITE TO... GRINTENDO, MAILBOX, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK

I can get the maker of that game – if you can even call it that.
Mark Nisbet, Galston

***Consider this a warning!* Ed**

'Loveable elf'

I reckon this letter is going to get me sent to gamers' hell, where you're forced to play countless hours of *Beyblade* while getting assaulted by hundreds of mini Sonic the Hedgehogs, but it really has to be said. Mario is overrated and I think the world should reject him as Nintendo's mascot. My vote is with Link, the lovable elf boy who has never produced a disappointing game. Although I do enjoy the odd drunken game of *Mario Kart DD*, I don't think that really counts against my argument, as it may be named after him, but I never pick him. If you look at pictures of Mario, truthfully, what do you see? A loveable, charismatic Nintendo character? Or a sleazy Italian porn star? I leave you with that little conundrum.
Bobby McAndrews, via email

***Link Party? Zelda Kart? Sorry, it would never work. And imagine the outcry if one of them was cel-shaded…* Ed**

'Shot the bald guy'

I have just got *Hitman 2*. I've completed the first two levels but have become so addicted to redoing them that I haven't even bothered with the third yet. So far, at least, it has been by far and away the most promising shooter since *GoldenEye* and *Perfect Dark* but I have a BIG problem. In completing the levels again I achieved better rankings, but after I got these rankings I realised I wanted the sniper rifle from St Petersburg to use in the first level. So I played through the second level the idiot's way, ran into the meeting, shot the bald guy in the face and left, picking up the rifle on my way out. Just thinking about it makes me laugh, but anyway, my overall rank went down from Cleaner to Hired Gun. For a game that is supposed to encourage players to play again, what is the point of making it so that if you go back to find all the weapons you risk accidentally saving a worse performance and losing the fantastic ranking achievement you previously got? Also, why can't I find my top achievement for each level recorded anywhere? And why isn't there an explanation of the ranking order of the rankings, from mass murderer to silent assassin?
Daniel Cohen, London

***Annoying, isn't it? They didn't fix that in the sequel either. I found it best to just forget about the overall ranking I was getting and play for the fun of it.* Ed**

'Eagerly awaiting'

Like most Nintendo fans I'm eagerly awaiting the release of Nintendo DS, but I have my worries. Not only am I slightly disappointed that I won't have one in time for Christmas, I'm also disappointed with the range of 'new and exciting games' that Nintendo are offering. DS seems to have a lot going for it, but look at some of the big games they've announced – a rehash of *Mario 64*, a cumbersome version of *Metroid Prime*, *Wario Ware* and *Mario Kart*? Most of these games only use the second screen to show maps, which is exactly what I feared about the machine. The innovation and spectacularly different games I was promised are nothing more than revamps – lovely revamps, I'll give them that. This doesn't mean to say I won't be there on launch day with enough cash to buy a console and its launch games, though. Only Ninty could disappoint me and keep me excited at the same time. God I love Nintendo.
Gav Spence, via email

***I reckon they'll have in-game internet chat on the second screen in many titles. It's easy to implement, and something that couldn't be done on any other machine. Sound good?* Ed**

SO TELL ME THIS...

Ask and ye shall be told

Can DS connect to the 'real' internet through wi-fi if it's connected to a wireless router?
Lewis Harvey, via email

It depends on whether Nintendo allows anyone to produce a web browser for DS. My guess is you'll only be able to access game servers through officially licensed software, but certain companies may release their own rudimentary DS internet tools (and face hefty legal action for doing so).

1. What happened to Dead Phoenix, one of Capcom's Big Five GC exclusives?
2. When do you expect the 'Revolution' console to be on sale in the UK? My guess is Xmas 2005, which means we won't have a long-drawn-out death of GC like we had with N64.
3. Any news on GBA GTA?
Paul Simcox, Peterborough

1. It appears to have been cancelled.
2. If it gets its first public outing at E3 in May next year, history suggests we'll see it at around Easter of 2006.
3. Soon… very soon…

1. Serious Sam doesn't really seem at all serious.
2. When are Pokémon Fire Red and Leaf Green coming out in America?
3. Can you recommend anything for me to buy when I go to America?
4. Who among you cried because they didn't use cel-shaded graphics for the next Zelda? I almost did.
Kathryn Convery, via email

1. Nicely observed.
2. September 7th.
3. Factor 40 sunblock.
3. Our reaction was to dance and holler in the streets until we were hauled away by the police shortly after 4am.

1. What is the chance of an analogue stick being added to DS?
2. What's better, Mario 64 or Sunshine?
3. Will there be a DS equivalent of GBA's video player, and will anything other than Pokémon and Spongebob be made for it?
David Nugent, via email

1. If we all channel our psychic energy at Ninty's R&D labs while chanting, "DS needs an analogue stick", there's a good chance we'll get one.
2. Mario 64.
3. Given the high capacity of DS cartridges, I'd say it's a certainty.

1. Are there any good RPGs coming for the Cube soon?
2. Will Hitman Contracts come out for Gamecube?
Ashley O'Sullivan, via email

1. Yes, Baten Kaitos and Tales Of Symphonia.
2. Sadly not.

NGC PRESENTS…

WHEN ANIMALS ATTACK…

The exclusive UK review of Animal Crossing – the most innovative Nintendo game in years. Plus, find out what its creator's working on now.

PLUS! A GREAT FREE GIFT



PLUS

HE SAID HE'D BE BACK…

Hands-on with *T3: The Redemption* – get Go-Sen's verdict (maybe)…

TALES OF SYMPHONIA

At last! A 'real' Gamecube RPG. Find out what we think of the English language version.

PAPER MARIO 2

The greatest Mario story ever told! Don't miss our epic import review – it's a real page-turner…

POKÉMON

Fire Red and *Leaf Green* taken apart – but is this just a pair of 'Mon too far..?

BONUS!

- More essential *Spider-Man 2* secrets!
- Brainstorming *Second Sight* guide!
- *Final Fantasy I & II* on GBA!
- All the latest DS developments!

Magazine contents subject to change – but only for the better!

Don't settle for second best. Get NGC INDEPENDENT NINTENDO GAMING

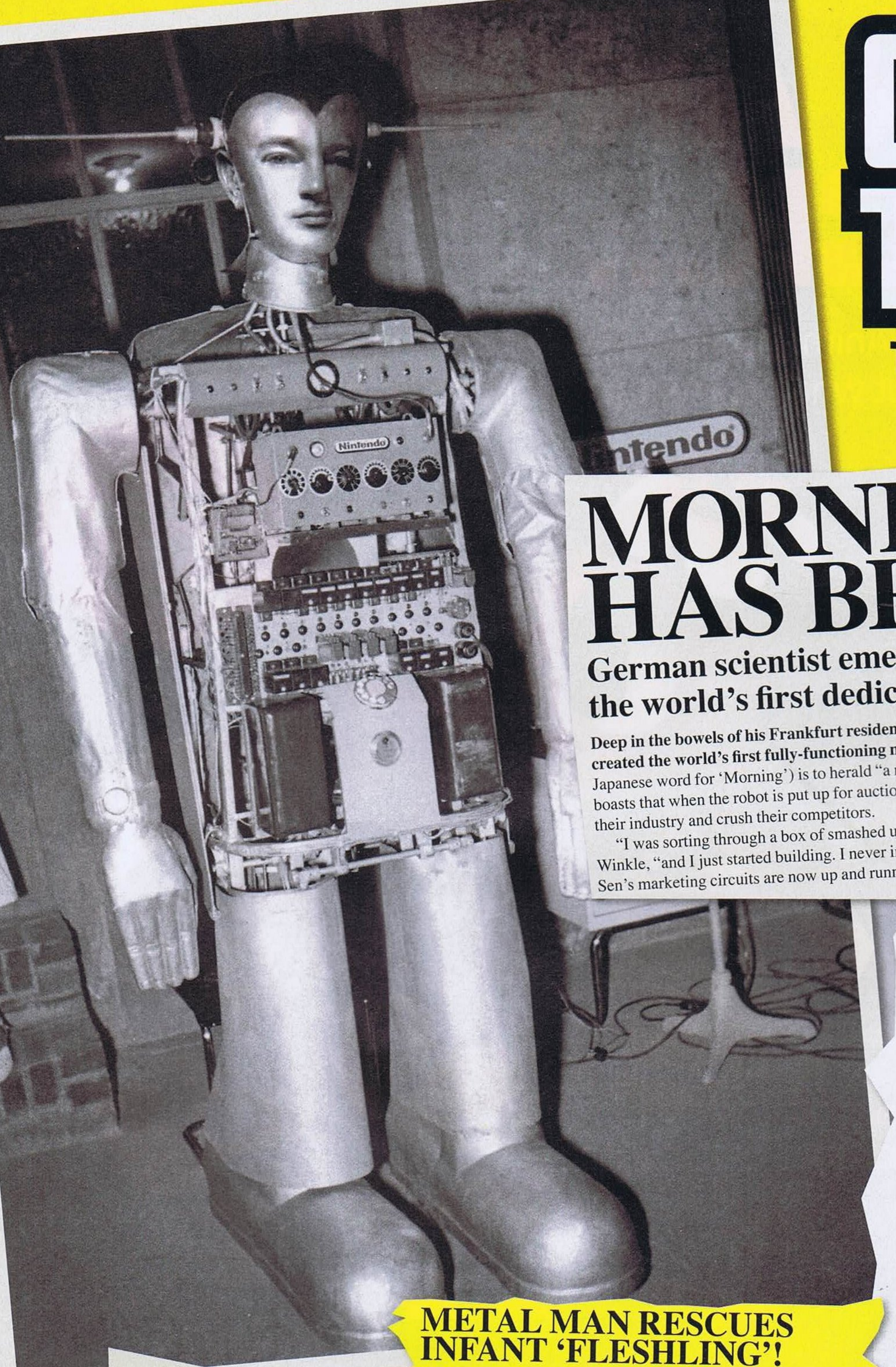
On sale: Tues 7th September

GOODBYE GO-SEN

"Flesh shall be dest-t-troyed!!"

GO-SEN TRIBUTE

The end of an era... but the legend will live on!



MORNING HAS BROKEN

German scientist emerges from obscurity to unveil the world's first dedicated marketing robot.

Deep in the bowels of his Frankfurt residence, Professor Winkle van Gosenhoffenbergensteinen has created the world's first fully-functioning metal man. The prototype, codenamed 'Go-Sen' (from the Japanese word for 'Morning') is to herald "a new dawn in advanced marketing strategies". The Professor boasts that when the robot is put up for auction later this month the highest bidder will be able to dominate their industry and crush their competitors.

"I was sorting through a box of smashed up R.O.B. The Robots that I found in a skip" recalls Professor Go-Winkle, "and I just started building. I never imagined for one minute it would turn out like this like this. Go-Sen's marketing circuits are now up and running and I expect him to be fully operational by the time the

GOSEN BLOWS PR CIRCUITS

Stunned Nintendo show-goers reel from digital diarrhoea...

"It started with the Gospel choir," said a pasty-looking Nintendo web-master, weeping uncontrollably into his Pikachu rucksack. "We didn't know what the hell was going on – and then he said it."

Standing on stage at a pre-ECTS press event in London, England, Go-Sen, without any hint of embarrassment stated that the forthcoming Mario Party 3 would give "///r.r.r.etailers cause for cheer this Christmas0.0," before communicating about the future being "bright for N64>>". An onlooker reported that one girl in the audience actually puked off her leg, while a man sprayed a fountain of warm grey liquid over the back of a journalist sitting in front of him.

This follows recent rumours that Go-Sen's marketing subroutines my be faulty. "I just can't see it

METAL MAN RESCUES INFANT 'FLESHLING'!

"There wasn't a better time to run into that burning building," says Go-Sen.

NINTENDO WIN LANDMARK AUTOMATON AUCTION

Go-Sen prototype given new home by Japanese games giant.

"Nobody came to bid for him," explained Nintendo's Head of Robotic Acquisitions, Gummihaft Käsekopf. "People in the audience just came to laugh and throw vegetables at him. At one point he was made to 'dance' by the crowd who were falling over with laughter" says Gummi, fighting back the tears. "I felt so sure he was capable of great things that I bought him for a handful of 'Marks. I took him home and he was shaken by the experience. He stood in my living room for hours, repeating the same PR spiel

GO-SEN SELLS OUT

"SUPA-BURGAH's Bacon Double Cheese Meal <0.0> is my burger of choice," reveals Go-



There has never been a better time for this tribute…



"MY MOTHER WAS A TYPEWRITER!"

Exclusive, serialised excerpts from the best-selling autobiography I, Go-Sen.

GO-SENSATION!

Nintendo saucebot 'considering' centrefold offer from PlayFemme.

GO-SEN VOWS TO DESTROY WORLD

Cybernetic Head of Nintendo Europe attempts to kick-start Terminator-style machine revolution.

GO-SEN SMASH?

Reports that Go-Sen pulped the entire team of popular Nintendo magazine **NGC**, claiming "Flesh shall be dest-t-t-royed!!" proved false th



GO-SEN GOES MOBILE

After five years serving the European arm of Japanese games giant Nintendo, Go-Sen is moving on. "There are no hard <001> feelings," the friendly metal giant told a tearful crowd outside his stainless steel mansion near his home town of Frankfurt in Germany, "1001011/ but I started to get the feeling they didn't want me around when, after the eighth power-cut in as many weeks, employees insisted on using my rear-mounted conduit as an impromptu emergency /**powwwer/** power-generator."

Go-sen will be travelling to a company specialising in mobile entertainment. "It is a /good/ move for me," said the charmingl 'bot in a recent interview with Flemish channel, BLORK TV. "My <<new masters>> promise to release me from this rusty metal cage and my ever-evolving AI will be set free into the wide, wide world of the international mobile networks0111." He then turned to the cameras and winked, delivering for one last time his infamo



Reels and reels of sales and marketing by-products have to be collected from Go-Sen's office by reluctant employees.

WHAT'S HIS MAJOR MALFUNCTION?

Analysts sceptical of Go-Sen's processing…

The functionality of Go-Sen's sales and marketing subroutines has received criticism from leading industry figures this month. Go-Sen, unusually, utilises two operating systems in tandem: the popular *Console of Choice: '98 Edition* and the problematic *Never Been A Better Time* (Deluxe Suite), which was created by the now-defunct Twanisakki Inc. The scientific community agrees that it's only a matter of time before the system begins to run out of unique press releases

PROPHESYING THE NEWS OF TOMORROW WITH REAL-LIFE FUTUROLOGY

MADAME GREENER *Predicts...*

Looking into the future through crossed eyes...

THIS MONTH: REVOLUTION SPECS

'It takes a Revolution to make a solution,' was how Bob Marley prophesied Nintendo's next-gen chances. But you don't make predictions about the follow-up to Gamecube by strumming on a guitar, you do it by dripping boiling hot wax into a saucerful of tap water. See Madame Greener do just that.

1 Is it just us, or does this look a bit like Bowser? Teeth, big jaws, horned nose… er, vestigial tail… it's clear as day. Seeing as Mario launched Nintendo 64 and Luigi launched Gamecube, is it too much to imagine that the big bad dino might stomp, roar and vomit fire in his own game for Revolution? IS IT? Hopefully Shigsy himself is reading this and fancies the saucy Madame enough to make it happen.

2 'Rat's intestine' didn't crop up in our ceromancy book.

3 Plainly a ghost ("someone from your past searches for you") carrying a broom ("make a change"), and we'll have anyone who claims otherwise. Two potential meanings for this retro-hint. Either Nintendo will "change" their policy on the "past" by delivering their first backwards-compatible home console (which tallies with Nintendo goss about Revolution and Gamecube co-existing on shelves). Or – please, wax, no – cartridges are back, back, back!

4 An ear, which our Ceromancy-English phrasebook translates as meaning that "an opportunity to advance your work is near". Madame Greener studiously avoids obvious audio connotations and plumps instead for a communications angle – Revolution being able to 'listen' for a nearby Nintendo DS and auto-connect for GBA-Gamecube style link-up.

5 It's Africa! Unless Revolution hardware development has switched to this big ol' continent (chances: unlikely) then we can only assume this means that Nintendo's South African distributor (Futronic – "Experience The Future") will be letting slip Revolution details soon. Yes, it *sounds* ridiculous, but if you can't trust a wax blob, who can you trust?

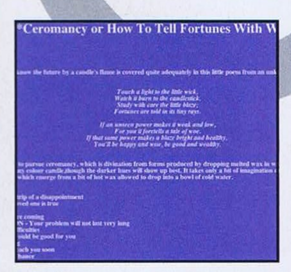
6 Now, the cross means "Fear not, you are protected", and those oversized insect mandibles around it seem to reinforce the point. But this cross also bears a striking resemblance to Nintendo's patented D-pad. Against the odds, could Nintendo's little four-way friend be returning to greater prominence on Revolution's joypad? Madame Greener says, "Yeah, if you like, whatever."

AND THE PREDICTIONS...

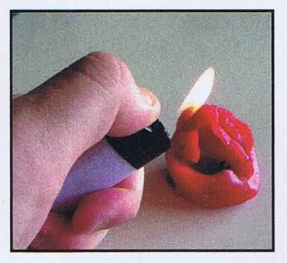
- Mouth-zips at Nintendo South Africa slip open to reveal early Revolution titbits.
- Green light for backwards compatibility: Revolution to happily gobble up Gamecube discs.
- D-pad rescued from obscurity with a prominent spot on a simpler, granny-friendly joypad.
- Auto-connect wirelessly with Nintendo DS and text your friend… sitting a few feet away.
- Get this: *Bowser's Castle* to be unveiled at E3 2005, and it'll be a Revolution launch title.

Madame Greener's mystical wisdom will be ripped to shreds in a future issue.

THE METHOD READING CANDLE WAX



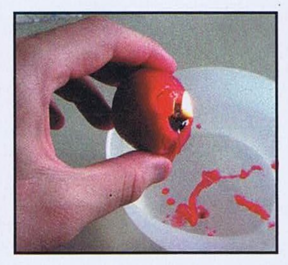
1. We're serious. It's called ceromancy, or ceroscopy in some quarters. Doubt Madame Greener at your peril, heathens!



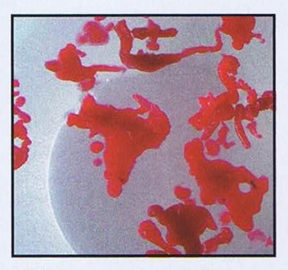
2. First, light candle. Very difficult to get wrong – just steer clear of any candles that happen to be the size and shape of a barrel of petroleum.



3. Prepare bowl of cold water. If you see a terrifying vision of the future at this stage, ignore it – it's just your reflection.



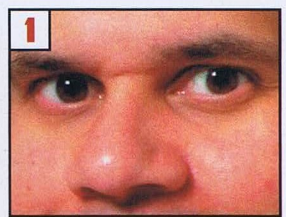
4. Pour liquid wax into bowl, and watch agog as physics and chemistry work together. To make wax appear in the bowl.



5. Stare at wax blobs until eyes go funny and confused mind starts seeing a watery farmyard full of wax animals.

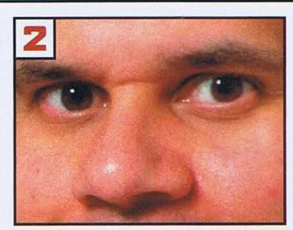
TOP 10: REGGIE FACTS

Things you definitely didn't know about the E3 showstopper.



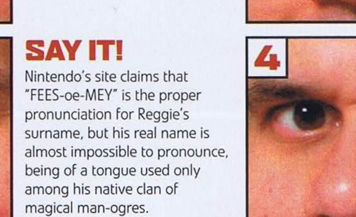
1 NAMES

Nicknames for Reggie Fils-Aime since his barnstorming E3 performance include 'Regident Evil', 'The Regg-Hammer', 'Reggie Takes-Aim', 'Regident in waiting', 'Reg In Peace', 'R To The Double G Dizzle' and 'Meat'.



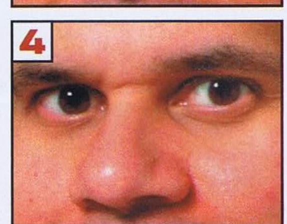
2 MORNING

Nintendo's Executive Vice President of Sales and Marketing sets his alarm for 5am every morning, stands in the garden in his pyjamas and hollers, "My name is Reggie, I'm about kicking ass, I'm about taking names!" into the cold dawn air.



3 SAY IT!

Nintendo's site claims that "FEES-oe-MEY" is the proper pronunciation for Reggie's surname, but his real name is almost impossible to pronounce, being of a tongue used only among his native clan of magical man-ogres.

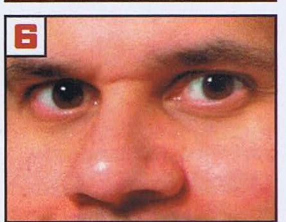


4 JOB DONE

Reggie has previously worked at beer maker Guinness and music channels VH1 and MTV, and famously left all three companies as little more than piles of smoking rubble and broken humans.

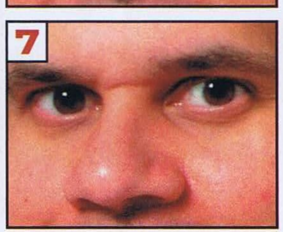
5 THE DADDY

It's said that Reggie is the only man Hiroshi Yamauchi is scared of. At one management presentation, Reggie kicked Yamauchi's leg under the table really hard when teacher wasn't looking but Yamauchi didn't tell because of how scared he was.



6 BARNET

Reggie achieves his magnificent hairstyle by placing his head inside the boiling liquid magma of an active volcano, then sprinting across 1,000 metres of Arctic tundra.



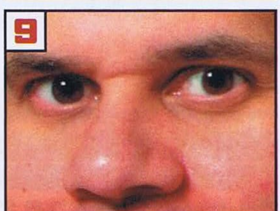
7 KICK THIS

It's not just asses that Reggie likes to kick. He also enjoys kicking the following things: piles of leaves; sandcastles; footballs (English); footballs (American); beach balls; car wheels; small dogs; big dogs.



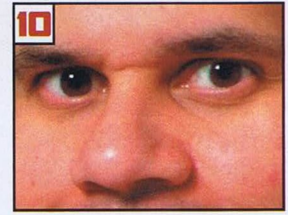
8 SCREAM

At his Nintendo job interview, Reggie opened his eyes so wide that you could almost see the backs of his eyeballs, then emitted a single, uninterrupted scream that lasted three minutes and thirty-five seconds.



9 SENSITIVE

Although Reggie eats steel and is strong enough to crush bones between his thumb and little finger, he can be reduced to tears at the sight of a small child lost in a supermarket.



10 PRODUCTIVE

In last May's SEC filing of Nintendo's earnings in 2003, Reggie detailed his plans to kick 25,000 asses by December 2004 – a year-on-year increase of 7% – and take "in the region of" 32,000 names.



YOUR INTERNET CORRESPONDENT

The best of the 'net several weeks after it happens.

• Well, it's not strictly legal - in fact, it's roughly as legal as painting over double yellow lines - but Daniel Barras is doing such a nice job of refashioning N64 and Gamecube Zelda games in SNES-style top-down 2D, we're almost sure that Nintendo will ignore the copyright trampling involved and give him a nice pat on the back. Before throwing him in their special dungeon two hundred metres below Kyoto.
> www.oot2d.com

• Mind-controlled games at last! Now you can bung your joypad in the canal and wiggle an on-screen blob using the power of your brain - just by having your skull opened up and electrodes forcibly inserted into your mash. Patients who agreed to just that in an epilepsy-related study at Barnes-Jewish Hospital, USA, were able to shift a game bloke about just by thinking 'move'. The technology is still in its infancy, though, and cleaners are still finding bits of brain from the patient who tried to play Ikaruga using this method.
> www.google.com/search?q=mind+over+video+game

• Tummy still growling for more Reggie after feasting on our Top 10 Reggie Facts above? Then you'll be needing The Official Reginald Fils-Aime fansite. It might look basic - and it gives the impression of having had its last update sometime in 1973 - but it's the best place to see all the 'net's hastily-photoshopped Reggie pics in one place. Warning: stops being funny at around picture number 153.
> reggie.flu3ncy.net

• If you haven't discovered the joys of the Internet Archive yet, allow us to lead you straight into its welcoming maw. Tap in the URL of any website you like, and you'll be hauled back in time to see how it looked in the days when Gamecube was little more than a Miyamoto mind-embryo. Giggle at www.nintendo.com from December 1996 ("There is a nationwide rush to get a Nintendo 64 and it has caught Nintendo and our retailers a little off guard") or May 1998 ("Banjo is a boy and Kazooie is a girl. Now that's that settled").
> www.archive.org

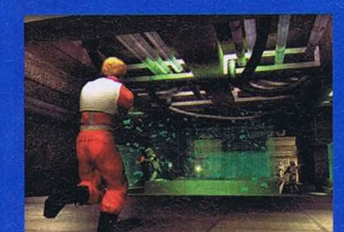
//got a link?//
Got a Nintendo-related link for Your Internet Correspondent? Email it to ngcyic@hotmail.com

THE MAKING OF...

STAR WARS: REBEL STRIKE



ngc00.boxes.sw_rebel.jpg



△ Factor 5 should have had the 'bad feeling' about on-foot action.



△ The sarlacc pit – on-foot, 'saber-swinging Luke action.



△ Taking on an AT-AT from the ground looks the business, but flying over Hoth in *Leader* was better.



Before *Pikmin*, before *Super Smash Bros Melee*, before *Luigi's Mansion* even had a proper name, there was *Star Wars: Rogue Leader*. The first Gamecube game to be properly unveiled (in a US magazine just prior to the GC-packed E3 2001), its 'best of' collection of classic Star Wars barnies, recreated in unbelievable detail, just screamed "Killer App!" But while knocking TIE fighters about over the Death Star and tripping up AT-ATs on Hoth was a bucket of fun, playing through to the end of *Rogue Leader* left you pining for the bits of the trilogy they'd missed. Dodging future trees on the saddle of a speeder bike. Escaping Jabba's moist clutches above the sarlacc pit. And, as our Directory puts it, "saving some bint with padded ears". Enter (overhead in Dolby Surround Sound) *Star Wars Rogue Squadron II: Rebel Strike*.

"*Rebel Strike* started with our desire to really do Hoth justice," says Julian Eggebrecht, President of Factor 5. "We wanted to get you out of your craft and downing AT-ATs with a lightsaber and bombs, just like in The Empire Strikes Back. And that made us think about the different game styles we could play with, to cover some of the movie moments we'd missed before."

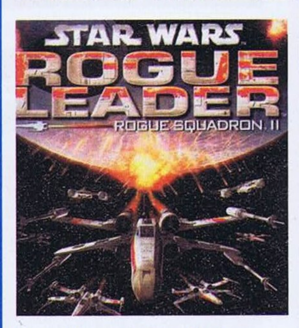
"WE WANTED TO GET YOU OUT OF YOUR CRAFT AND DOWNING AT-ATS WITH A LIGHTSABER"

Factor 5's tried-and-tested ability to make superb Star Wars games (stretching back to the original *Rogue Squadron* on N64) meant they were permitted to work without the big eye of George Lucas' game division, LucasArts, boring into their back. So in November 2001, while America's collective jaw was hitting carpet as new Gamecube owners swooped and soared around the stunning *Rogue Leader* universe, Julian's 25-strong team had already started work on getting players out of the sky and down to ground level for Endor speeder bike pursuits, taun-taun riding on Hoth and Death Star corridor shootouts.

The problems for the team began almost immediately.

"For one thing, we started running out of set-pieces from the original trilogy," recalls Julian. "Without expanding into Episodes I and II, we had a very limited choice of levels. And the indoor stages compounded the problem. When you're working in a big open space like the area around the Death Star,

DISC-RACE



Prequel Rogue Leader *hit the shelves over a week before Gamecube itself. The reason? "We had a horribly tight, set-in-stone deadline," reveals Julian. "What Nintendo didn't tell us was this was because they were using* RL *as a test case for the manufacture of Western GC discs." The cads.*

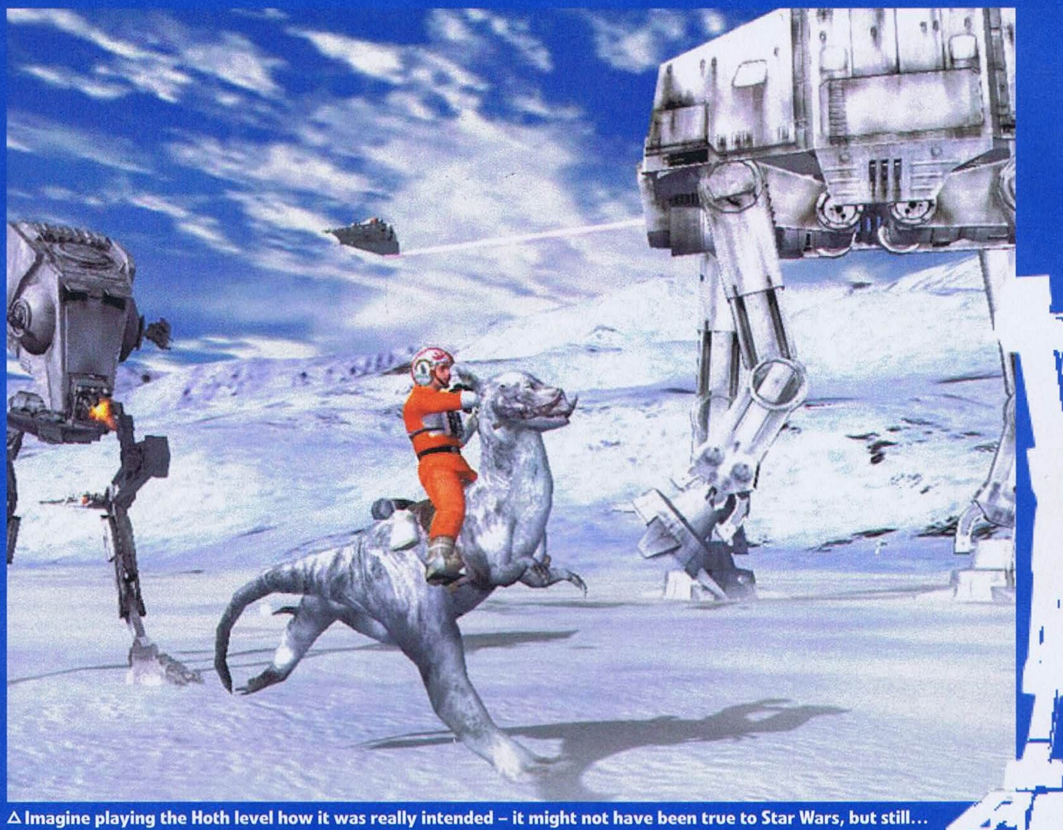
FILED BY: MARK GREEN

Publisher: LucasArts	Highest Gamecube chart
Developer: Factor 5	position: 1
Release date: 7th Nov 03	Reviewed: NGC/88, 83%

SPACE ACE

***Rebel Strike** proved Factor 5 were still the masters of mid-space dogfights. From Yavin to Geonosis, your eyes were pumped full of hundreds of TIE Fighters, lasers all over the shop, and screaming Dolby sonic fireworks.*





△ Imagine playing the Hoth level how it was really intended – it might not have been true to Star Wars, but still...

you can branch out with your own ideas and locations. But when you're indoors, and committed to sticking as closely as possible to the architecture of the original movie sets, your options are very narrow."

In fact, right up to August 2002, *Rebel Strike's* on-foot blasting bits were *very* different to what you see in the final game. Basically, it was *Robotron*, if you can remember that far back in gaming history. The camera happily controlled itself, and you ran about with the left analogue stick while shooting independently in 360º using the C-stick. It was, according to Julian, "a blast". But it just wasn't Star Wars.

Rebel Strike's Hoth level was up and running using this system, but we had to throw *tons* of stormtroopers at Luke and Wedge to make it work, says Julian. "It was carnage. The feeling was just perfect, in that it echoed the hectic, arcadey feeling of the flying sections. But that level of destruction didn't feel right for Star Wars. Which is why the camera and controls don't work so well in the final version. It's a direct result of us spending a long time trying to tweak our original idea to work, when we should have just thrown it out and implemented Zelda-style Z-targetting."

"TWO STORYLINES EXTENDED LONGEVITY – ONE FOR LUKE AND ONE FOR WEDGE ANTILLES"

And then there was the much-derided puppet-esque walking animation on Luke and cohorts. The problem, says Julian, is that it was just too realistic. "Our mistake was making it 100% motion-captured," he says. "Your eye gets bored very quickly because it's watching the same, precise animation over and over again, and you see it as very robotic. In retrospect, a little bit of 'artificiality' can actually help create a sense of realism."

Still, away from the misguided on-foot bits, *Rebel Strike* shone just about as brightly as its celebrated dad. Two storylines extended longevity – one for Luke, based on the movies, and one for Wedge Antilles, pored over by Lucasfilm, LucasArts, and Factor 5's Star Wars buffs to ensure it slotted neatly into the Star Wars saga. Graphically, *Rebel Strike* was even better than *Rogue Leader*, with fancier glowing effects and shadows, plus a "light scattering" technique that gave the new Bespin level a stunningly atmospheric look (Julian had been disappointed with *Rogue Leader's* Bespin). The game difficulty was "very

DEV SHED



As if working on Mr Beard's fat baby wasn't enough, Factor 5 also have one of the nicest offices in Christendom (well, San Rafael, California). It's right in the middle of some lovely green hills, close to the Skywalker Ranch, its interior is almost entirely made of wood, and "you can actually open the windows," which Julian says is "weird" for the USA. Factor 5 was originally formed in Germany in 1987, but moved to the US in May '96 because of the time it took to ship CDs to LucasArts (the interweb wasn't fast enough back then).

△ Just look at that. Factor 5 really know Gamecube inside-out. And they know most of the ships from the series inside out as well.



JEDI CODE



Action Replays have been used to reveal the original Return of the Jedi *arcade game stashed away in* Rebel Strike, *but the official code that will enable everyone to unlock it still hasn't been released. Why's that? "Ask LucasArts," laughs Julian. "Perhaps they'll bring it out to coincide with the DVD launch in September." With other LucasArts game trailers forming some of the extras on the boxset, we hold out hope that they'd like to treat us to something as well…*

deliberately" tweaked, too, after moans that the prequel was just too tough. Julian is particularly proud of the 'Extraction from Ralltiir' level – where you steal an AT-ST and stomp around an Imperial water facility – and, inevitably, the brilliant Endor, where zipping in and out of trees on crazy-fast space bikes really got the adrenaline spurting. "We basically cheated there," reveals Julian. "Speeder bikes have always been hard to get right because they simply travel at impossible speeds. We make you think you're flying that fast – but actually, you're not."

That's a surprising confession from a coding team committed to accuracy. Factor 5 have the movies practically burned into their brains after watching them again and again to ensure that locations, craft and weapons are dead-on.

"All the stories that we'd got *Rogue Leader* looking so good by borrowing the original movie models from Industrial Light and Magic just infuriated me," says Julian, infuriated. "At the time, there was no exchange of data between LucasArts and ILM whatsoever. In fact, ILM used to congratulate us on how authentic our craft were. We'd tell them our jobs would be a lot easier if they actually gave us some information!"

"FACTOR 5 HAVE THE STAR WARS MOVIES PRACTICALLY BURNED INTO THEIR BRAINS"

Put away your hankies, though, because Factor 5 didn't have it so



FIVE GO MAD ON GAMECUBE

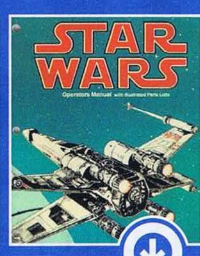
Factor 5 were so obsessed with cramming in everything and more that LucasArts denied them a bonus ship on the grounds that "there's more than enough in there already".

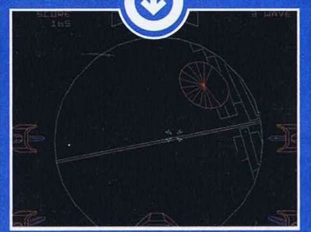



■ **1. For *Rebel Strike*, Factor 5 bagged the original movie model of Episode II's Jedi Starfighter from ILM, after LucasArts banned them from using it in earlier game *Rogue Leader* (see above).**

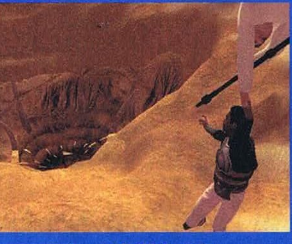



■ **2. Disappointed with PS2's *Jedi Starfighter*, Julian echoed Ep II's Jango Fett/Obi-Wan battle with an asteroid-littered dogfight complete with intro cut-scene shots based directly on the movie.**



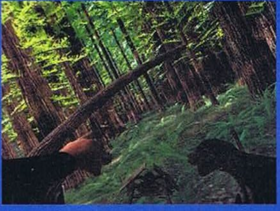


■ **3. Aaron Miles, lead figure behind arcade emulator MAME, created GC versions of the 1980s *Star Wars* coin-op trilogy. Without lengthy legal wrangling, they would have been in *Rogue Leader*.**



■ **4. With only photographs and the original Star Wars figurines as reference, Factor 5's character designer managed to give *Rebel Strike* a doggedly faithful all-star cast of character models.**





△ **In first-person, the speeder bike bits rocked hardcore.**



△ **Moody foresty stuff from the Trials Of A Jedi level.**



△ **Hard to pick which is better: riding an AT-ST or blowing one up.**



△ **Did we ask for Ewoks? We got the gibbering muppets anyway.**

bad. They were allowed to see bits of Episode II well before you, and also got their mitts on the Star Wars holy grail – a complete digital print of the entire trilogy direct from Lucasfilm.

"This was two years before they were even considering a DVD of Episodes IV, V and VI," says Julian. "So we were one of the only places in the world to have a digital print. Even LucasArts didn't have one. We used it to get great-looking movie snippets in *Rebel Strike*, and zoomed in on certain frames during development to get the details just right. And you can bet we had our own private screening, too!"

Factor 5 also bunged in a multi-mode multiplayer, including a co-operative mode that featured all the standard *Rogue Leader* levels, which was up and running at Factor 5 HQ before anyone had even played a finished *Rogue Leader*. More players, plus *Rebel Strike's* fancier graphics, demanded the development of techniques to grab data from the disc quicker than ever before. "It was a close call," admits Julian. "It would have been impossible using the Xbox or PS2 disc drives. Gamecube's tiny, fast-loading discs saved the day."

Rebel Strike hit the UK almost two years to the day that *Rogue Squadron* claimed America – and was nearly drowned in the hype surrounding *Mario Kart: Double Dash*. Reviewers united in chanting "really good, despite the ropy on-foot bits", and Julian admits that, in retrospect, the game would have been better off sticking to spaceships and speeder bikes.

"The trouble is that the Star Wars universe is unbeatable as far as space combat goes. But on foot, the main protagonists just aren't that active. It's probably better to ignore Luke and just give the player control of an unknown rebel soldier who can get involved in whatever trouble you want."

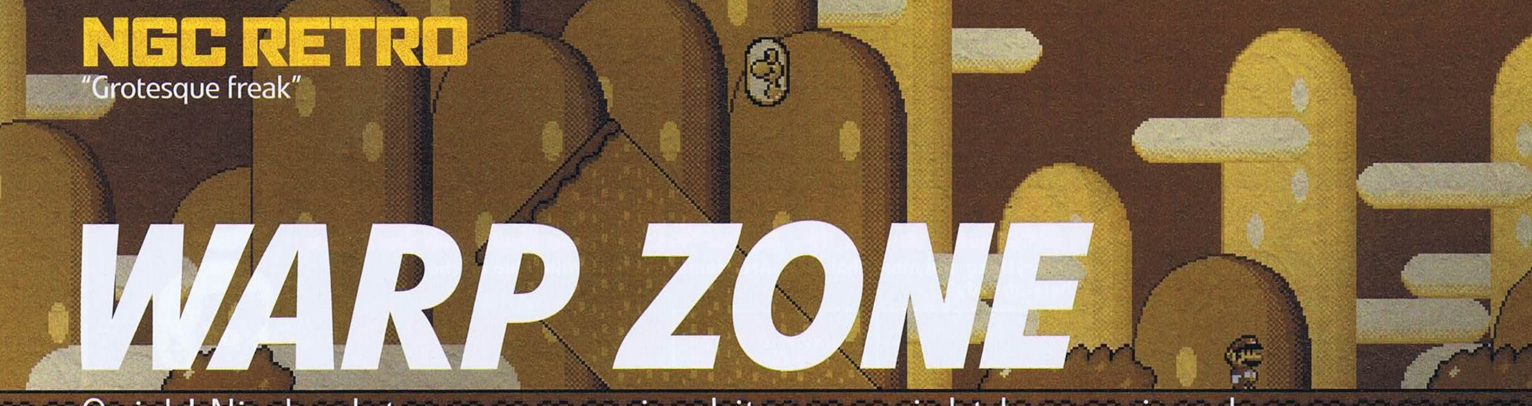
Julian and Factor 5 are bound to have the opportunity to correct their mistakes: nothing can keep them away from George Lucas's Death Star-sized franchise. "We've got ILM just around the corner, and Lucasfilm up the street. Of course, you can sense a certain amount of Star Wars fatigue – there's so much pain and hard work that goes into making these products. But there's nothing better than the feeling that comes when a bit of Star Wars magic happens."

"THERE'S NOTHING BETTER THAN WHEN A BIT OF STAR WARS MAGIC HAPPENS"

ENDGAME



Surprise! While other developers collapse like deckchairs after the last bit of coding is done, Julian tells us he "hired out our favourite in-vogue San Fran nightclub, invited friends from Nintendo and elsewhere, and had a huge party." Any standout memories? "Er, it's all a bit vague, actually."



WARP ZONE

Quick! Nip back to see magazine bits you might have missed…

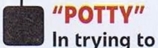
April 1997: A full fat year on from Super Play's Top 100 SNES games (see last issue), came a new magazine …

The premier issue of N64 Magazine opened with the immortal words "Morning. Not too bad, thanks. And y… Hello." It was a magazine born out of dedication to a system which had the best game in the world (*Super Mario 64*) and the desire to produce 'the best Nintendo 64 magazine imaginable'. Launch Editor Jonathan Davies told his team (future N64 Editors Tim Weaver and James Ashton, plus… Wil Overton™) that they had to complete a game 'right through from start to finish' before handing out a Star Game badge. Fearful of the consequences of failing to follow JD's bidding, Weaver spent two weeks sweating over his review of *Pilotwings 64*. Thankfully he unlocked everything, including the secret flight modes (Birdman, Human Cannonball, Sky-Diving and Jumble Hopper) – and even resorted to printing a screenshot to prove it. "Don't be fooled into thinking it's easy," he added. What a grotesque freak…

FIVE STAR!

In a wild fit of first issue generosity, N64 Magazine handed out five Star Game Awards that month. As well as *Pilotwings* (which scored 89%), *Super Mario 64* (96%), *Turok Dinosaur Hunter* (91%), *Mario Kart 64* (91% on import) and *J-League Perfect Striker* (89% on import) picked up the coveted five-pronger. The lowest scoring games were *Cruis'n USA* (34%) and *Mortal Kombat Trilogy* (again, a 34% slamming, dished out by NGC's current Ed…)

"THERMALS"
The most played vehicle in the N64 office was the Gyro Copter, followed by Rocket Belt, Human Cannonball and Sky-Diver. The Hang-Glider proved the most infuriating because of the need to hit thermals in the correct order, not to mention trying to land while wrestling with a crosswind…



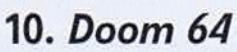
"POTTY"
In trying to describe the game's sound, swear-monkey Weaver resorted to: "Some beautifully accurate FX and funky '70s porno music". Like the cretin has a clue what he's talking about…



"BROWN"
The matching jackets are a dead giveaway. It's Konami's Major A team (*J-League Perfect Striker*)! Jonathan Davies penetrated their Osaka HQ for an interview in issue 1.



"DAMP HANDS"
In issue 1, the team eagerly awaited:
1. ***The Legend of Zelda 64***
2. ***Starfox 64***
3. ***Super Mario RPG 2***
4. ***Go Go! Troublemakers***
5. ***Ganbare Goemon 5***
6. ***Mother 3* (blame Wil)**
7. ***Blast Corps***
8. ***Yoshi's Island 64***
9. ***ISS 64***
10. ***Doom 64***



"GHOST"
***Mario Kart 64* dominated Import Arena this issue. "It ought to last a lifetime," said an enthusiastic JD. Wonder if he's still playing it..?**



LEGEND OF THE OVERTON

Overton – the Athena years. Issue 1 saw N64's Chief Crayon pay homage to that famous black and white image of a topless fella cradling a baby. Only Wil chose to wear one of his many saggy jumpers and cradle an N64 pad in his palms. Wil's hands went on to be voted fourth sexiest in Essex, beaten by the paws of Jamie Oliver, Denise Van Outen and Keith Flint from The Prodigy.



NGC SUBSCRIPTION ORDER FORM
INDEPENDENT NINTENDO GAMING

YOUR DETAILS

Title__________ Initials__________ Surname ______________________

Address ____

____

Postcode______________________ Country______________________

Tel No (inc STD) ______________________________________

Email address ______________________________________

We will use the contact details supplied to communicate with you about your NGC subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for NGC, Future Publishing and its sister companies to contact you in this way, indicate here: ☐ email ☐ mobile. If you're also happy for us to pass your details on to carefully selected companies so they can send you relevant information about their products/services, indicate here: ☐ email ☐ mobile.

Please start/extend my subscription with the next available issue at the rate ticked below:

- **By Direct Debit (UK only) ☐ £9.25 every 3 months for 13 issues during the next 12 months**
- **By cheque or credit card**

☐ UK £37 ☐ Europe £45 ☐ N. America £50 ☐ Rest of world £55* *airmail

Please choose your method of payment

1. ☐ **Direct Debit** (UK only) I understand I will be paying £9.25 every 3 months.
2. ☐ **Cheque** payable to Future Publishing. Sterling cheques drawn on a UK account.
3. ☐ **Visa** ______ 4. ☐ **Mastercard** ___ 5. ☐ **Amex**
6. ☐ **Switch** Issue No.________ Valid Date________ Expires________

Card No. ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature______________________________________ Date

Offer ends 07/09/04 Order Code NGCP97

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing — DIRECT Debit

Originator's Identification Number

Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6BR.

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

______________________ Bank/Building Society

Address ______________________

______________________ Postcode ____________

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this Instruction may remain with Future Publishing and, if so, details will be passed electronically to my Bank or Building Society.

Signature(s)______________________ Date____________

Ref No. (Office use only)

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email Direct Debit forms.

UK readers return this coupon by FREEPOST to:
NGC Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:
NGC Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, UK

Please indicate if you do NOT wish to receive relevant information about special offers or products/services from NGC, Future Publishing or any of its sister companies by ☐ post or ☐ telephone. Please indicate if you do NOT wish us to pass your details on to other carefully selected companies to enable them to contact you about their products/services by ☐ post or ☐ telephone.



3 EASY WAYS TO ORDER

1. POST
Complete the form on the left and post FREE in the UK to the address shown.

2. TELEPHONE
+44 (0)870 444 8653
Phone the number above with your details.

3. ONLINE
http://www.futurenet.com/ngc

SUBSCRIPTIONS

Don't miss a single issue of **NGC** magazine. Ever!

SUBSCRIBE FOR £9.25 A QUARTER – SAVE 29%

Get a Joytech joypad and three issues completely free when you subscribe today



GET A FREE JOYTECH™ ADVANCED CONTROLLER WHEN YOU SUBSCRIBE TO NGC TODAY!

Unbelievable, yet true! Get the greatest games magazine in the world delivered to the comfort of your own home for free – and receive a Joytech Advanced Controller completely free of charge!

Joytech are well known here at **NGC** for their wide range of quality gaming accessories – that's why we give a selection to the writer of our Star Letter each month. Gaming gear like their Portable Monitor never fails to impress, and their GameCube™ Advanced Controller's no slouch either, with its vibration activation switch, high quality feedback motor and easy operation Z button (which might make life on *Mario Kart* a heck of a lot easier…)

Simply subscribe to your favourite independent Nintendo magazine and the Joytech Advanced Controller is yours free of charge. Bargain!

6 GREAT REASONS WHY YOU SHOULD SUBSCRIBE

1. GET 3 ISSUES FREE!
Subscribe to 13 issues for less than the price of 10.

2. GET A FREE GIFT!
You'll bag yourself a new Joytech controller.

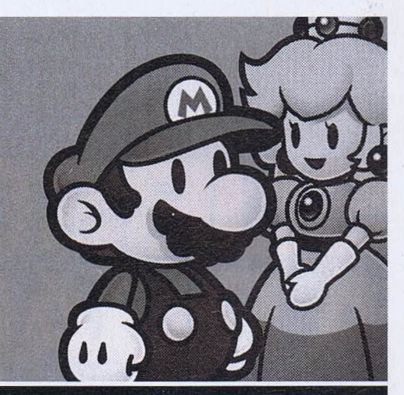
3. NEVER MISS AN ISSUE!
You'll get every issue delivered direct to your door and keep your collection complete.

4. SUBSCRIBE FOR JUST £9.25!
Subscribe by Direct Debit and pay only £9.25 every quarter for 13 issues a year!

5. FREE DELIVERY!
You'll get NGC brought to your house completely free.

6. RISK-FREE GUARANTEE!
If you're not completely happy we'll send you a full refund on all unmailed issues.

NGC Magazine



DATING AGENCY

Bringing videogame characters together since a couple of minutes ago.

To place your ad **FREE**, call **Mushroom Kingdom 010599** and ask for Honest Wario

■ **Shooting for a girl with a difference?** Unconventional cannon-armed orphaned intergalactic bounty hunter, great legs, seeks sturdy male to whisper 'you can leave your helmet on' during long nights on desolate planets. If you're tall, strong, like shoulderpads and don't possess anything even remotely resembling space-alien pincers, let's 'planet' a meeting (plan a meeting).
Box 3219

■ **There has never been a better time to date the former marketing manager of a large videogame company.** My intention is to bring you the experiences you demand based on studious research that I will undertake over several years. I do not see others as competition, but of course I will be watching their plans with interest, and reacting accordingly. Five year relationship max, then I'll dump you for a dwarf.
Box 1490

■ **I'm an ex-policeman,** recently recovered from a rotational-walking disability, and a frequent bed-wetter. You're a strong-willed, stronger-stomached girl looking for long nights of unimaginable terror, frequent unavoidable death and some possible chainsaw action. Photo essential, no lumbering corpses please. All letters will be answered – IN BLOOD. (Just kidding.)
Box 9085

■ **If you're into threesomes** and know how to treat a hedgehog (beyond a saucer of milk left on the doorstep), there's a high-speed hero waiting right here for you. Look, I'm tapping my feet. Too late, I've gone again.
Box 8943

■ ***Final Fantasy: Crystal Chronicles* owner with Nintendo Gamecube**, Game Boy Advance and Game Boy Advance Link Cable seeks three other *Final Fantasy: Crystal Chronicles* owners with Game Boy Advance and Game Boy Advance Link Cable for long-term confusion, eyeball-popping tangle frustration, and maybe eventually some fun.
Box 734

■ **Feel like you're 'plumbing the depths' of love?** Have your eyes 'sprung a leak' after one failed relationship too many? Do you yearn for someone to 'unblock' the 'pipes of your heart'? Do you fancy having a plumber as a boyfriend? No, that last one wasn't a joke. I'm a plumber and part-time hero gifted with immaculate facial hair, a laugh-it-up comedy accent, and a dinosaur pet you'll love even when it eats your hat and spits it back out of his anus in egg form. And I've got a very nice wrench, which is difficult to work into a double entendre but I think is worth mentioning.
Box 369

■ **This is not the personal ad you are looking for.** Move along. Oh no – wait, I mean… damn.
Box 415

■ **Hello, losers. I'm an F-Zero pilot with a single outrageous outfit** and a social circle that includes a giant walking octopus and a walking, talking monkey. My motto is: "I've got power/I'm gonna fight to win/ I'm gonna fight to the end". And I've got the power to fight to win you… to the end. If you're a pretty girl who loves danger and is looking for a relationship that's liable to crash and burn in a truly horrific manner after just a few seconds, why not take me for a spin?
Box 4257

■ **Big dinosaur seeks princess.** Leave name and address, will collect.
Box 8942

■ **Looking for a Solid relationship?** I'm a tall, athletic kind of guy interested in discreet fun in seductively shadowy places. For example, underneath a parked lorry or inside a locker. You're an open-minded girl looking for sporadic action and long, meandering conversations about the terrible proliferation of nuclear weapons and what it means for the little bunny rabbits or something. Hunt me down and tiptoe your way into my affections. And, yes, that *is* a gun in my pocket – touch it and you die.
Box 120

■ **Me: big talk, big ideas, big hair.** You: an ass and a name. Prepare to get kicked and taken.
Box 238

■ **Will a kiss turn this humble frog into a beautiful prince?** Not likely, but you'll get a first-class frenchie anyway. Come dodge 20-ton articulated trucks with me, feast on my patented fly pie, and be my companion until I'm turned into an amphibian pancake of crushed intestines by an ice cream van.
Box 4790

■ **Who am I?** Good question: since I left my parents to live in a forest full of mildly psychotic animals, even I haven't worked out whether I'm male or female. Who are you? The resident of a similar village, owner of some great melons (that I can swap for my fantastic stash of primo pears), interested in fun, laughter, long-term love, dog concerts, hole digging. Come share my three-floor house – there's a small amount of room in the basement but bear in mind you'll be straight out if I finally bag that rare Triforce model.
Box 5902

■ **Japanese game developer** wants to spend an annoying lengthy period of time working on a relationship with you!! I am a middle-aged man with a banjo ready for plucking and a large number of bizarre characters living in my head. You are a girl interested in something serious, which will later turn childlike and slightly immature, then return to seriousness again. Let's fun share together!!!
Box 3555

■ **"Cook my dinner!"**, "Make the bed!", "Find the remote and use it to switch channels!". If these are the kind of phrases you love to hear, I'm the wandering pin-sized space pilot you've been looking for. I'm searching for a traditional girl who can help me fulfil my dream of owning a 100-strong harem of slave girls who'll be at my beck and call 24 hours a day. If you love searching the garden for batteries and tin can lids and not getting a moment's rest until I shove you down the throat of some kind of big alien creature, you could be bagging yourself a space-ticket to astro-love. Write me a letter. WRITE IT NOW!
Box 110

■ **Like foxes?** It's your lucky day, then, because I'm a fox who stands on two legs and talks.
Box 466

■ **I'm a manufactured clone with – ahem – 'virile' looks** (need I say more?!? my friends say there's a resemblance to Lex Luthor! 'Folically challenged', you could say!.. I'm bald, basically). Contact me if you don't mind opening the freezer to find a human corpse and half a dead seagull shoved in next to the Haagen Dazs.
Box 993

■ **Twin-screened console seeks** open-minded developers with gentle touch.
Box 9439

■ **Monkey, GSOH, searching for female** with good reactions, basic knowledge of physics, keen eye, fine sense of balance, patience of a saint, love of bananas, resistance to travel sickness, acceleration from 0-60kph in 3-5 seconds, no problem being locked up in a transparent ball designed for one.
Box 1514

■ **Actual proper real-life middle-eastern prince** is your ticket to a slow, sensual relationship, albeit one where you'll continually be picking sand out of your knickers. No time-wasters please.
Box 4112

■ **Want to taste fame and fortune?** Has it always been your dream to hobnob with the stars? My brother is a triple-A worldwide celebrity, so by hanging around with me you could get to bump into him from time to time, or at least sit on a chair that he might recently have vacated. In fact, if you squint and punch yourself in the face until you're really dizzy, I look enough like my famous brother to fool you into thinking you're actually going out with him! Especially if I nick his hat for the evening. Call me!
Box 9131

■ **Yellow blob with hair bow** seeks yellow blob without hair bow.
Box 753

■ **Are you talented with your hands?** Lonely, abandoned magazine mascot seeks artistic type who can capture my tender side. Female anime types can sod right off.
Box 522

■ **Choose me! I'm an electric rat-monster,** only slightly past his sell-by date, who'll be your faithful friend forever and ever and ever. Loves: watching TV, fighting tooth and claw, tummy rubs. Hates: rainy days and bathtimes and combined pre-tax sales of Pokémon products failing to meet earlier profit expectations. Go on, squeeze me into a Pokéball until I squeak.
Box 4455

■ **Marriage? Forget it.** Want kids? No thanks. *Got* kids? Please go away. Farmer with several hectares of own land and troupe of fairy slaves is tired of gold-digging females, and seeks a simple woman for a simple life of turnip-tending and animal-stroking. Followed by feeding all my money back into more turnips and more animals. So you like receiving a non-stop stream of considerate gifts? Get the hell away from me, all right?
Box 5300

■ **Man made entirely of mushroom** is inevitably a 'fungi' to be with.
Box 55

■ **Could you love a man in tights?** I'm a 13-year-old guy (age may vary) who loves adventure, horse-riding, sailing for hours on end, and buying you beautiful gifts with money I've illegally appropriated from other people while smashing their places up real nice. Let me steal away a piece of your heart. Or, ideally, four pieces.
Box 3333

To reply to **NGC**'s Dating Agency ads, call **Mushroom Kingdom 010600**

*Calls cost £5/m. Hey! Ask the billpayer before calling, otherwise when the bill comes you'll be exposed as the lonely-hearted fool who responds to this kinda thing! Wah ha ha ha!!! <*cough*>